

# BANJO-KAZOOIE™

**ALL THE  
JIGGIES, JINJOS,  
AND GOLDEN MUSICAL  
NOTES REVEALED!**







The awesome assemblage of Banjo-Kazooie know-how now in your hands is the product of an amazing group effort, Prima's first as an official partner with Nintendo. This book would not have been possible without the help and good humor of Nintendo's own Juana Tingdale, Ellen Enrico, and Cammy Budd, as well as playtester Sean "Eyrle" Egan. A lot of the best information in this guide is a product of Sean's expertise. The Prima team which braved this latest adventure was headed by Project Editors Christy Curtis and Brooke Raymond, while Stacy DeFoe, Julie Asbury, and Jim Long provided calm direction in the face of panic more than once. It was Connie and Robin that put all the pieces together, and made it shine. Final thanks go to Rare for creating this incredible game.



# BANJO-KAZOOIE

PRIMA'S OFFICIAL  
STRATEGY GUIDE



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# BANJO-KAZOOIE

## FOREWORD

Hmmph. Mumbo magic not good enough? You need book too? You hopeless. Anyway, plenty of room here to show you secret spell turn Banjo into Orchid. Mumbo know how to gauge audience, oh yes. Here we go—

Wait. What this? Note from Rare team? Say thank you for playing *Banjo-Kazooie*, hope you enjoy game so far. (Hah! Not get anywhere if not for Mumbo.) Also say lots of hidden stuff to find, subgames to master, times to beat—hope book help you squeeze every last musical note and every last minute of playing time out of game.

You hurry then, read book, come back and beat witch so Banjo and stupid bird stop banging on hut door every five minutes.

Mumbo hope you like game too—hope you appreciate Mumbo's important role in heightening inherent humor value of game by acting as resilient foil to insults of bird and returning favor in kind, establishing traditional yet effective comedy partnership to offset oppressive atmosphere of quest.

Mumbo's English improving.

—Mumbo Jumbo





# WELCOME TO SPIRAL MOUNTAIN



## "It really does seem quite absurd ...."

The many worlds of *Banjo-Kazooie*, and the myriad characters who help and hinder them in their quest to rescue Tooty, together make for a unique experience in console gaming.

As with the great Nintendo games of the past, *Banjo-Kazooie* works on several levels. It can be almost childishly goofy and happy-go-lucky at one end of the spectrum, while at the other end ...

The game doesn't exactly have a dark side in the classic sense. But after you've played it a bit, you're bound to run into some situations where "happy-go-lucky" is not the operative phrase, at least not from your point of view.

That's where we come in.

If you're just getting started, you've done the smart thing by latching onto this guide early in the adventure. We promise. There are some things in the game—some Jiggies and Jingles and witch switches—that you're just not going to find in a normal lifetime without a little help. You see, at the other end of the childish spectrum is a game so merciless in its expectations—so demanding in terms of pure puzzle-solving—that we shudder to think where you might wind up without a nudge in the right direction.

## ON THAT (MUSICAL) NOTE

When it comes to *Banjo-Kazooie*, you should keep the big picture in mind right from the start, and we'll fill in those Jiggies for you free of charge. From the outset, there are so many elements to the game that trying to prioritize can be a little overwhelming.

Jiggies, of course, are very important. With them you fill in picture puzzles that allow Banjo and Kazooie into each of nine worlds, and thus move closer to rescuing Banjo's sister, Tooty, from the clutches of the evil witch, Gruntilda. Ten Jiggies are available in each world, and each world also has a hidden Witch Switch that reveals a Jiggy somewhere in Gruntilda's Lair.

Jingles are important, as well: the tiny, happy creatures Gruntilda has hidden away earn you a Jiggy (one of ten) each time you rescue all five from a world.

But it's the Musical Notes that should be your primary focus as you venture into each unexplored world. That's why we make a point of putting that information right up front. The notes are everywhere—there are 100 in each world, scattered about in small groups—and at first picking them up seems like something you do almost out of convenience. Not true, bear and bird.

The Musical Notes open up junctures within Gruntilda's Lair that lead to new areas, thus offering access to each new world in a way that's indirect, but just as important as gathering Jiggies.

Furthermore, Musical Notes, unlike Jiggies, reappear whenever our heroes die, or when you exit and then reenter a world. The significance of this usually hits home only after you've gotten whacked a couple of times, and suddenly realize you've got to go back and pick up all those notes all over again.

So ... Musical Notes are important. Your note total—the sum of the high note score from each world—allows you to open the all-important Gate Door and progress further and further into the game.

OK, here's the kicker: In the final analysis, you really need to get all 100 Musical Notes from each world you visit. That should be the goal. If you pull down 99 or even 98 in a world and then, somehow, get cruelly killed, you can usually get by. Or, of course, you can get back in there and do it right, and never have to worry about winding up in front of a 750 Note Door with 746 notes in your name. Shudder.

In a few instances, you'll want to enter a world for the first time and then exit again before making a sincere attempt to clear the world of all the magical treasure it has to offer. But once you start collecting Musical Notes in earnest, you must do everything possible to keep Banjo and Kazooie alive. You read all the notes. The notes reset whenever the duo dies. Get the picture?





Fortunately, there aren't a lot of things that will kill you outright in Banjo-Kazooie. Late in the game, you'll encounter more and more instances where a wrong step will certainly cause your demise, but most of the time you will only chip away at your health bar, not suck it dry in one fatal mistake.

Now that you've got the Musical Notes firmly fixed in your sights, what else do you really, seriously need to know about the game's components?

### STAYIN' ALIVE

The point of the game, as we've hammered home already, is staying alive. You don't want to die within one of the nine worlds, and thereby waste all the note-gathering you've managed up to that point.

Honeycomb pieces are very important. For every six you pick up, your life bar increases by one segment. We should note in this context that there are enough honeycomb pieces, in theory, to increase your life bar to nine segments. Unfortunately, you wear out at eight segments.

When you die with a single life remaining, you are reborn with three lives. You should, however, still pick up the Extra Life statues. Hey, who can turn down an extra life?

### A FEW OF THE LOCALS

Let's start with a few of the folks you'll be meeting on a regular basis as you explore Grunilda's Lair. Three of the characters play important, recurring roles in the adventures of Banjo and Kazooie.

#### BOTTLES

This helpful mole will teach Banjo and Kazooie all the tricky moves they'll need to send Grunilda plummeting planetside. Whenever you see one of his molehills, stop and say hello. You'll be glad you did.

#### BRENTILDA

Grunilda's sweet sister, Brentilda, appears in many places throughout the Lair, always ready to impart some hideous inside scoop on her evil sister's life and/or personal habits. How horrid! But you'd better write everything down, because

Brentilda's gossip actually serves a purpose. Late in the game, you'll have to defeat Grunilda at a Quiz Show of her own making. Only by paying careful attention to Brentilda's secrets can you defeat Grunilda when she starts hauling out the trick questions.

#### MUMBO JUMBO



Mumbo Jumbo is the Shaman of these parts. He can turn Banjo and Kazooie into a variety of animals (and a vegetable, as well). Of course, Mumbo requires payment to perform his tricks, and he takes it in the form of Mumbo tokens, scattered throughout the lands. A few are quite well-hidden, but thorough explorers should have no problem coming up with the required toll. Also, notice that once you pay for a specific magic, Mumbo will perform it as many times as you wish, free of additional charges. You can—and, in a few cases, must—leave a world in a transformed state, though the magic wears off after you travel a certain distance from the casting point.

### PUTTING ON THE MOVES

Before you can perform any complex character movements, you must learn them from Bottles the mole. He'll gladly teach them to you if you inquire at one of his molehills, and each move has some very specific uses. A few, of course, have nuances that aren't apparent at first, and it's those we'd like to draw your attention to outside the complete list. Perhaps you can benefit from some hard-won discoveries. We'll take them in order of interest, and the impact they have on the game.

#### RAT-A-TAT RAP



The Rat-a-Tat Rap is, without a doubt and in our humble opinion, the most useful move in the game. For starters, it's an attack form that doesn't require exact timing, because it

lasts for a couple of seconds. Also, it works very well against airborne opponents, who can be quite worrisome otherwise. Finally and most importantly, it absolutely kills all those Chompy monsters—the ones that come barging out of pipes in Clanker's Cavern, portraits in Mad Monster Mansion, or trees in Click Clock Wood. Just jump at the hole where the beast lives—don't wait for it to show its head—and perform the move. As you close in on the hole, your proximity triggers the monster. It sticks out its ugly mug and dies instantly. Sweet.







### FEATHERY FLAP

Throughout the rest of the adventure, the Feathered Flap gets you to places where a normal jump falls short, and also allows you to arrest your fall should you misjudge timing or distance. You must hold down the A button after pressing it the first time for the initial jump. Hold that button down, and you'll be surprised at the horizontal distance you can tack onto a normal jump. Also, when you're falling and need to use the Feathered Flap as a brake, wait until you've fallen at least half the distance in question to press (and hold) the A button. The Feathered Flap will arrest your fall even if you're falling at a good clip, so you don't want to execute the move too soon and leave yourself at a considerable height when the glide ride ends.



### TALON TROT

It's Kazooie's Talon Trot that will carry you through a good chunk of the game, if for no other reason than it's a heck of a lot faster than letting Banjo do the walking. The Talon Trot is also more stable on sloped surfaces, as well as slippery ones.



### BEAK BUSTER

Used just about equally as an attack and a means of slamming floor switches, the Beak Buster quickly becomes second nature. Don't overlook its usefulness for landing from a flight or glide—if Banjo and Kazooie's shadow appears on the surface where you'd like to alight, do the Buster, and there you'll be.



### EGG FIRING

There are plenty of Blue Eggs to be found in the game, and sometimes it's easy to forget about using them as an attack when they're so commonly used to trigger switches or solve puzzles. So we'll remind you: a barrage of eggs can break up a major monster party in a big hurry. However, you can't aim effectively while holding down the Z button if you're going to use a bunch of eggs on a bunch of monsters; you're probably not worried about aiming, of course. But if you're trying to shoot an egg to solve some puzzle, swing the camera in behind Banjo, and center the target.



### SWIMMING

We mention this for its importance in the game, not so much because we enjoy watching that little air-water debate dangerously low, as it so often does. When that water gets down to two segments, you must head for the surface. Whatever you were trying to do, when it hits two little segments—time's up. Go get some air in a big hurry, or die.



### SHOCK SPRING JUMP

One of the great Shock Pads is all Banjo and Kazooie need to do a power jump of impressive height. Notice that you needn't stand directly on the pad to get the desired effect; you can initiate the move on the pad, and get the Shock Jump effect a good distance away. In some cases that can be quite useful.



### WONDERWING

You first learn the invulnerability trick from Bottles near a bunch of big twisting blades, and it's easy to get that stuck in your head: "I'll just hard my Golden Feathers and wait for a bunch more of those blades, and when they show up I'll be plenty ready..." Here's the news—after Clanker's Cavern, that big bunch of blades never arrives. Use the Wonderwing to fend off groups of fast foes, or those enemies you can't deal with effectively any other way. The frogs in Bubblegloop come to mind. The blue-mane in Goli's valley. The Zubins in Click-Click. Some pecky flying thing that's about to kill you while you're holding 37 Musical Notes. You get the idea.

## A FEW GENERAL STRATEGIES

OK, it's about time to get this party started. Let's finish up with a few general adventuring tips, and some observations about the nine unique worlds.

### EXPLORING

Quantilda's Lair, the sprawling mountain home through which you enter each world, can be a pain from a non-optional standpoint. The slightly top-down view of the camera often makes it hard to fully appreciate your surroundings, so get used to swinging the camera around our heroes, and occasionally holding it in behind them to take a good look up and down.





When you're between worlds, don't worry about repercussions from a quick demise. As long as you're not gathering Musical Notes in one of the nine worlds, getting killed merely means you're reborn in that vicinity with one less life to spare.

Should you happen to die with only one life in your register, you'll be reborn at the entrance to Gruntilda's Lair with three lives. All your accomplishments reward to the game cartridge automatically as the game progresses, thus there's virtually no chance of having to repeat something you've already done.

So don't be afraid to wander a bit. You'll be in the Lair for a while; you might as well become familiar enough with the layout that you don't have to go pawing through the maps whenever you need to get from one section to another expediently.

### CHEATO, WE LOVE YOU

Finally, here's a game with some cheats we approve! The hard-to-find Cheato spellbook shows up three times during Banjo-Kazooie, and if you go to the trouble of finding him, he'll give you three codes that will double your maximum amount for three common items. Knowing the codes beforehand would do you no good. Knowing the items would ruin the suspense. We just want to say right up front that the Cheato idea is a very cool one. It's not so much a cheat as a matter of convenience—a reward for playing the game well. Yes, of course we'll show you how to find the spellbook. All in good time.

### WHERE TO NOW, AND WHERE TO NEXT?

As the game begins, Banjo is getting a little shut-eye as Gruntilda sweeps down and spirits Tooty away to her mountain fortress. Upon awakening, head outside and meet Bottles, the helpful mole who will teach Banjo and Kazooie all the tricks they need to defeat the evil witch.

Your first order of business is to learn all the moves Bottles can teach you in Spiral Mountain. In fact, until you

demonstrate them effectively, the mole won't let you cross the bridge to Gruntilda's Lair.

After you experiment with the basics of jumping, swimming, and climbing, it's off to the Lair, and to each of the worlds in a prudent order. We mention that because the order itself is part of the overall enjoyment of the game, and because the expedient path has a few quirks, you need to know ahead of time.

**Mumbo's Mountain:** You have no choice in the matter when it comes to the first world. There you'll learn the Talem Trot, the Back Basher, and the fine art of throwing Blue Eggs. When you have all 100 notes and 10 Jiggies, and have Back Bashed the witch switch on the ledge near Camp, you'll want to visit Mumbo Jumbo and have him turn you into a little termitte once more. As the tiny termitte you'll be able to scale the outside of Mumbo's Mountain and claim the Jiggy on top.

**Treasure Trove Cove:** The second stop on your world tour is the crabby cove. You'll want to do battle with Snipper the giant crab almost immediately, because he can be a brutal enemy. Better to die with a handful of Musical Notes in your pocket than with a depressingly high total. In the cove, Bottles teaches you how to fly and use the Shock Pads, which can boost our heroes to new heights. Also, notice that Back Bashing a Snippet nets you two energy honeycombs, not the usual single.

**Clanker's Cavern:** Clanker's can be a pain. It's the first place that sorely tests your oxygen limits. You might want to experiment a little with your swimming techniques at first—using the shoulder button to make tight turns, in particular. But soon you'll want to make the deep dive and attempt to raise Clanker to the surface of his murky pool, for the same reason that you bottled the big crab early on at Treasure Trove Cove—you may die. Best to get it over with early, one way or the other. Within Clanker's Cavern—actually, within Clanker himself—Bottles will teach you how to perform the glidering, the dive's invulnerability move.

**Bubblegloop Swamp:** The swamp world is the first place in which you must deal with a toxic substance—the piranha-infested swamp water, fortunately. Bottles teaches you how to use the Sliding Boots shortly after you arrive, enabling you to make mad dashes to safety. Bubblegloop is also the first world you'll want to exit very quickly—as soon as Bottles shows you how to use the boots. With them, you can wade to a nearby area and break open a passage at the top of a snowy hill. Then, when you've got all the notes and Jiggies out of Bubblegloop, you can have Mumbo Jumbo change you into a tiny crocodile and explore that passage, which was too tight to accommodate you as bear and bird.





**Freezezy Peak:** The shushy environs of Freezezy Peak are some of the most beautiful—and hazardous—in the game. Here, Bottles teaches you the Bear Bomb aerial attack, a high-speed plummet that leaves snowmen scattered to the wind.

**Gobi's Valley:** The hot, hot sand of Gobi's Valley can be a tedious exercise, with its confusing landscape and a variety of enemies trying to slap and sting you into submission. This is where Bottles teaches you to use the Running Shoes to run past an increasing number of timed quantities. Speaking of which—your first priority should be to fill the central moat with water from the pyramid that opens on a timer.

**Mad Monster Mansion:** The Mad Monster Mansion is a nasty little exercise that requires a very nifty combination of bear and bird. It's also another world you'll need to exit as one of Mumbo's incarnations—a pumpkin this time—and you'll have to prepare beforehand with that in mind. In the area leading to the Mad Monster Mansion entrance is a spooky yard with an iron fence. You must smash down that fence as Banjo and Kazooie, so that when you come out as a small vegetable you can get to the dwelling beyond. Also, as a pumpkin you can squeeze down another tiny tunnel, this one in a relatively nearby cavern with a lava floor. Cheato lives there.

**Rusty Bucket Bay:** Even more than Click Clock Wood, Rusty Bucket Bay is a killer, pure and simple. Start off by mastering the machinery inside the ship, because one misstep in that area sends you fluttering into oblivion.

**Click Clock Wood:** The last of the nine worlds in Banjo-Kazooie, Click Clock Wood is actually four worlds in one: The same area as it progresses through spring, summer, fall, and winter. Here's where your mastery of Banjo and Kazooie's jumping technique really pays off, as the towering central tree makes for some dizzying heights. One last time you must leave a world under Mumbo's spell, this time as a bumblebee, to reach the Jiggy which Click Clock's Witch Switch reveals.

## TOOTY CALLING

Wake up, Furball! Gruntilda has snatched Tooty away to her grim and foreboding mountain abode, and little elater's prospects aren't good. It will take every trick a bear and a bird can muster up to win the day. Nine hundred Musical Notes await you and an even 100 Jiggies. You. One hundred little gold Jiggies. Don't settle for 99.

Only when you come home with all 100 will you get to see the game's complete ending, including a handful of previews for the sequel, Banjo-Tooie. As if you needed the extra incentive ...

Tooty calls. It's time to go kick some lumpy witch butt.

### A DISORDERLY ORDER

For the most part, choosing an order in which to tackle the nine worlds is easy. But midway through the game, there's some overlapping of the tasks you must perform in each world: your ability to get the job done depends on something Bottles has yet to teach you.

Before you can complete Freezezy Peak, you must learn to use the Running Shoes in Gobi's Valley. You must run a race in Freezezy you can't win without the shoes. Before you can complete Gobi's Valley, however, you must know how to do the Bear Bomb attack Bottles teaches you in Freezezy. Because Freezezy is the easier of the two worlds, in general, consider starting there. You can either go into Gobi's Valley beforehand solely to learn about the Running Shoes, or backtrack to Freezezy for that one Jiggy later on.

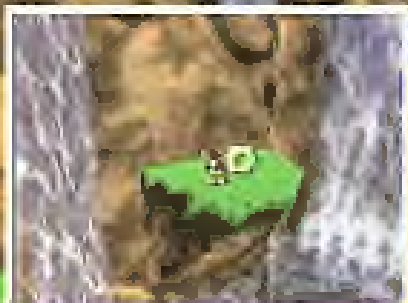




### SPIRAL MOUNTAIN

The area around Spiral Mountain serves as a training ground for Banjo and Kazooie prior to their tackling Gruntilda's stronghold. As you explore, you'll encounter Bottles' small mole mounds. Bottles will teach you the basic moves you'll use throughout your adventure.

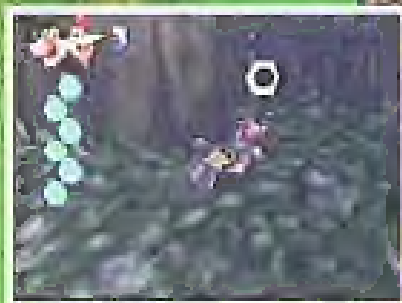
You want to be proficient when you first step into Gruntilda's Lair, but don't worry about mastering every nuance here. Aside from learning the moves, the best thing you can do in Spiral Mountain is to collect the six hidden extra homycomb pieces, thereby adding a segment to your life bar very early in the game.



Pop up the tulfs near the waterfall for another homycomb section.



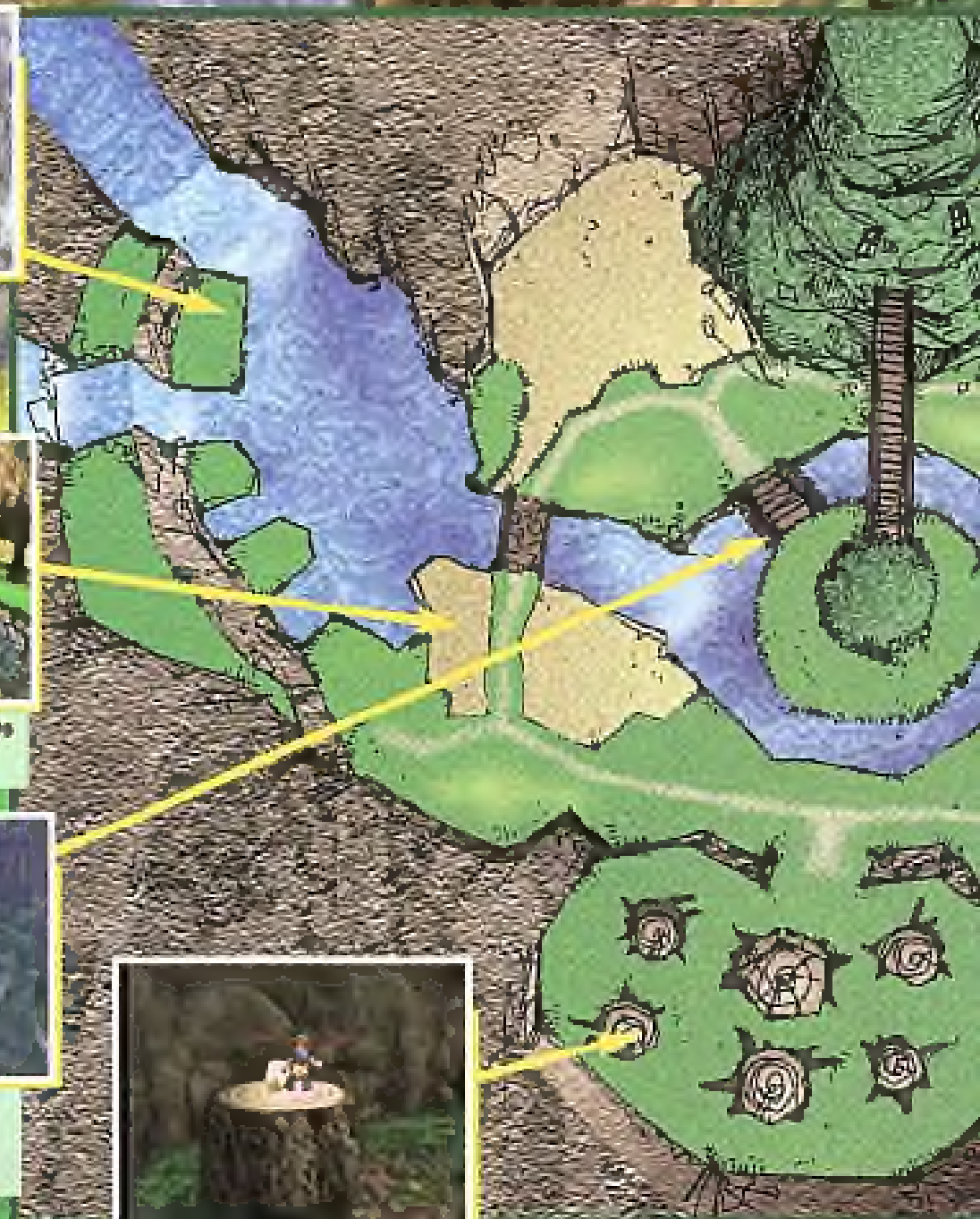
Another piece of homycomb sits atop a tree near the river.



You'll find another homycomb under the water.



While you're at it, Pop Pop up and get the extra homycomb.





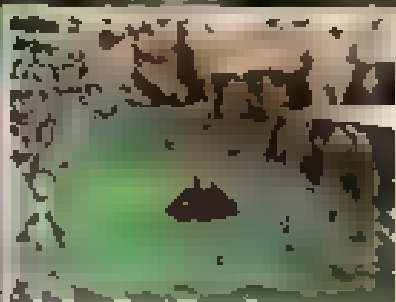
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After learning the Rock Slings attack crack open the Gnomes on the far right for another horseshoe.



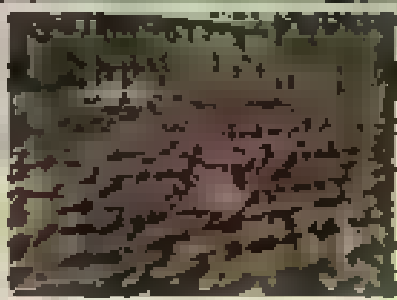
Step outside and meet Bottles, your mentor.



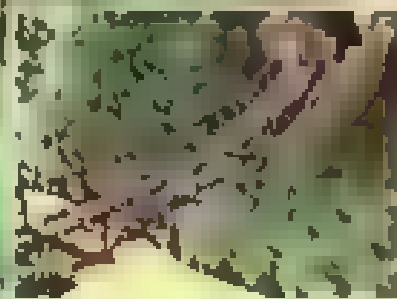
Bottles will teach you the vital points of jumping near the stumps.



From the final bluff flutter over and grab the extra life behind the falls.



The second Colossus also leaves a horseshoe behind.



After you learn all the moves Bottles has to teach near Spiral Mountain, you can cross the bridge to Gruntilda's Lair.



Once you learn to climb, you can expand your perspective and search abilities.





## GRUNTILDA'S LAIR

The entrance to Gruntilda's Lair is a small section of tunnels that leave you with no option but to enter the first world—Mumbo's Mountain. You must learn the Talon Trot from Googlye (in Mumbo's Mountain) before you can make it up the steep slope left of the portrait that welcomes you.



Your first Jiggy waits up the tufts near the picture of Gruntilda.

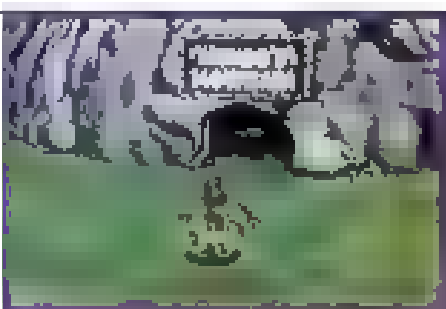




Now that you've met Mr. Slippy, where to put him?



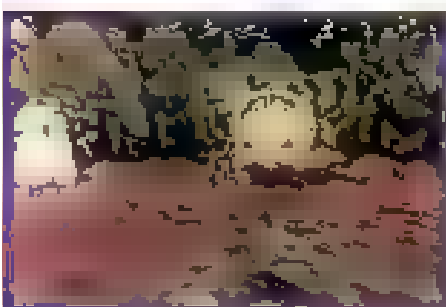
The picture puzzle for Mumbo's Mountain is missing a Slippy ...



Place the Slippy in the picture puzzle, and the door to Mumbo's Mountain opens.



After you complete Mumbo's Mountain and stomp the witch switch therein, a Slippy appears atop the mountain in the outside area.



Having learned the Talon Trot in Mumbo's Mountain, you can climb the steep slope in the Lair area and find the first Note Door.





# MUMBO'S MOUNTAIN

Mumbo's Mountain is a relatively tame little test to ease you into the game. Bottles is on hand to show you some new tricks, and Mumbo waits in his hut to work his magic on Banjo and Kazooie for the first time.

You'll probably want to learn the Talon Trot early on, because that greatly increases the daring duo's mobility, especially with so many steep slopes in this world.

Get used to using the camera to look around—high and low, in particular—and don't waste time fighting with Bigbutt Bull.



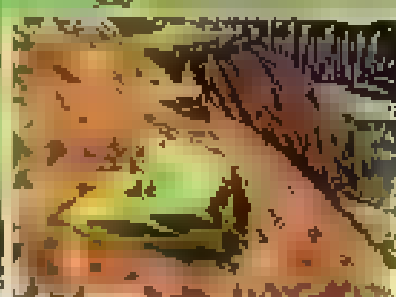
You arrive at Mumbo's Mountain. Don't go near the pad again until you've got at 100 score.

Another Jiggy waits in the ruins, near where you learn the Talon Trot.

Talon Trot up the ruins to rescue another Jiggy.



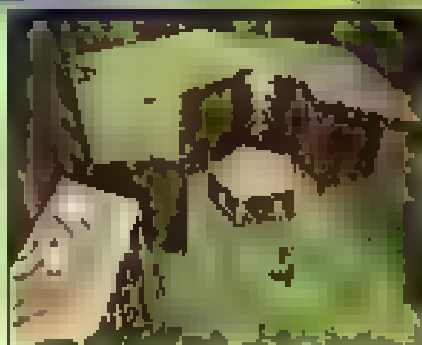
The rolling Grublines are easy prey for a rolling Banjo and Kazooie.



There's a Jinjo in trouble on the steep slope farthest from the world's entrance.



Pelt Congo with apples until he drops his Jiggy.



Coax Congo into hitting the pads with oranges, and a Jiggy is yours.



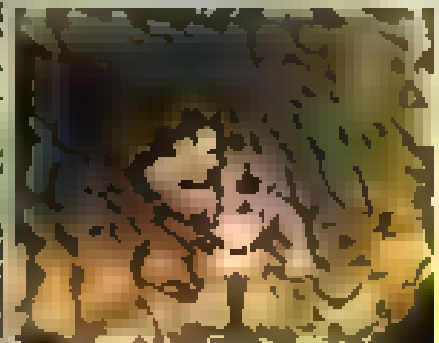




Enter the top of the nest and follow the path for another Jiggly.



Try out the Beat Bust on the huts nearby, and another Jirgo is one reward.



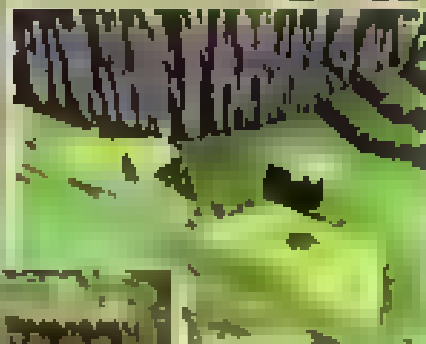
Another Jiggly waits in the eye of Mumbo's Hut.



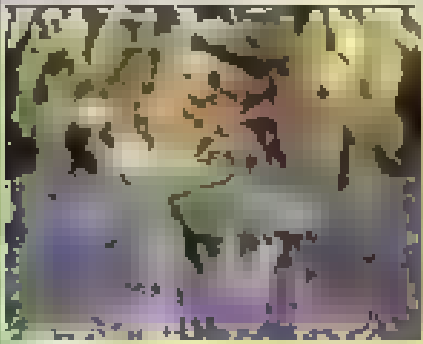
Shoot eggs into the Jotun's mouths to destroy each segment in turn, and collect the Jiggly.



Another Jiggly awaits you after you Beat Bust the proper hut.



You also can Take Trot to reach the Jiggly on the slope.



Jump out of the water onto the tuft to rescue the Jirgo.



Flap Flip up and claim the Jirgo from the tuft.





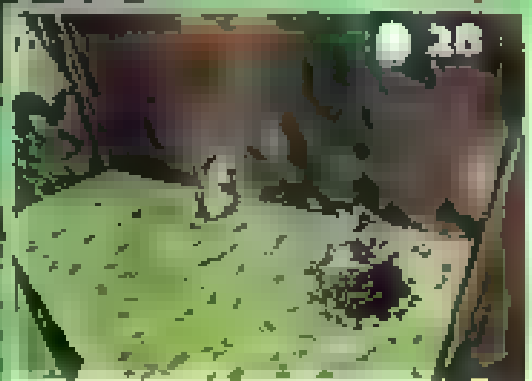
Don't overlook that Alumbo token!



A couple of note clusters lie underwater



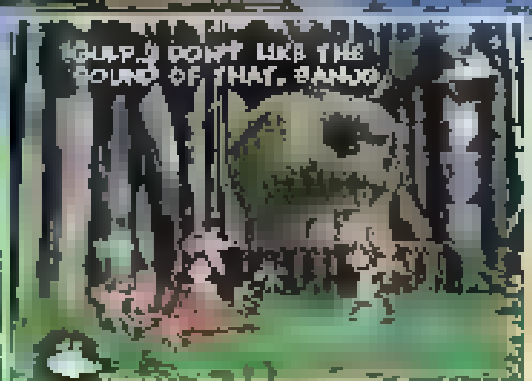
Climb Canga's tree, and take the orange to Chimpe.



Bottles will teach you the ways of the Blue Egg.



You must learn the Back Buster to trigger the clutch switch.



The Back Buster, learned near Alumbo's Hut, is a move you'll use often.







Shoot eggs into the mouth of the rotating totem, but climb atop the final segment for a honeycomb before finishing the puzzle.



Grab the Mumbo token from the hermit's nest, and you should have enough for Mumbo's first spell.



Have Mumbo turn you into a hermit, and you can climb through the nest.



Slide down the rock slope above the water to reach the alcove with the honeycomb.



Whenever you enter the next stage, you'll pick up a ship.



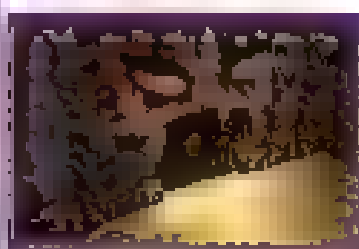


## GRUNTILDA'S LAIR

During the first part of the game, you'll pass through this area quite a bit, because you must access several worlds in the vicinity.



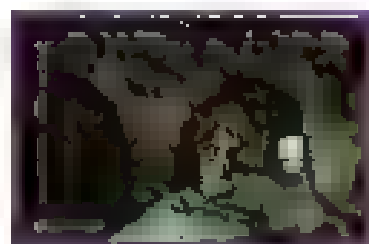
Through the first Note Door, stop and talk to the lovely Gruntilda. Make a habit of doing so whenever you see her; her gossip is very important to completing the game.



Looking down from the area near the stacked pipes, you can see the tunnel toward Treasure Trove Cove.

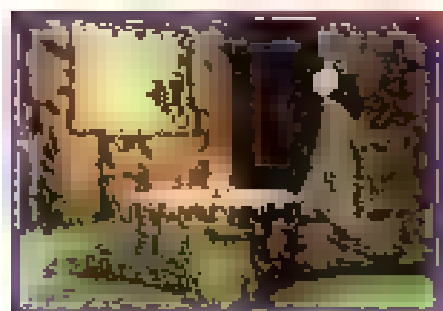


If you swim through the underwater passage, you'll meet Gruntilda once more. What else might be hiding nearby?

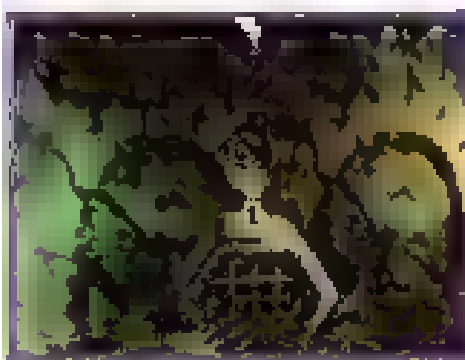


Through the lower pipe is a room with a cauldron and a hidden Mumbo token.





Poor bear and blind, it will be awhile before you have enough Jiggies to open up Click Click Wood.



Stand atop the pipe near the cauldron and Flap Flip for the Golden Feather.



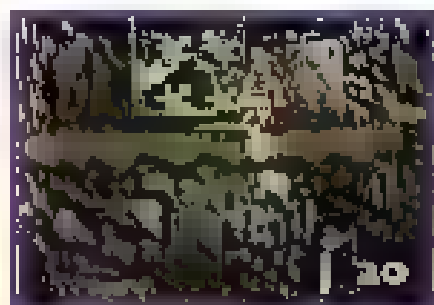
After you stomp the Witch Switch in the cave (and collect all the notes), you can climb up and get the Jiggy near the entrance chest.



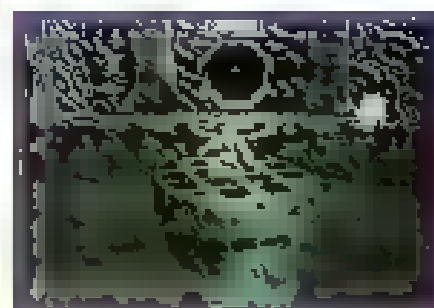
You can climb back to the upper area from the lower pool and passage.



In the room with the large Gruntilda floorplate lies the picture puzzle for Treasure Trone Cove.



Once Bottles teaches you how to work the Shock Pad—a move you learn in Treasure Trone Cove—you can reach the picture puzzle to Clanker's Cavern.



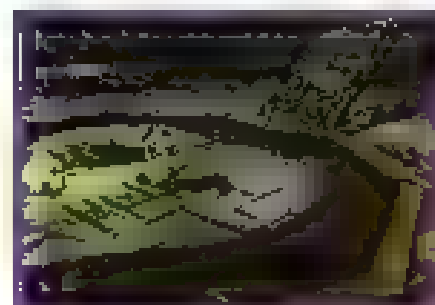
Placing the Jiggies in the picture puzzle opens the pipe leading to Clanker's Cavern.



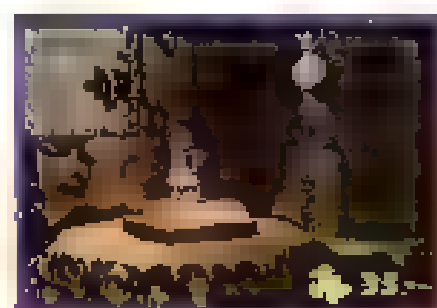
Flap Flip to reach the upper pipe. Notice the Note Door nearby.



Flap Flip into the open chest to start Treasure Trone Cove.



The Witch Switch in Clanker's Cavern pops up the eyes of the large floorplate. Beak Bust them back down for another Jiggy.



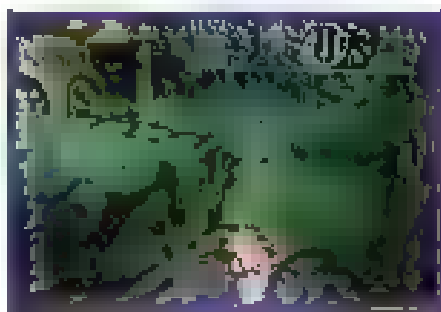
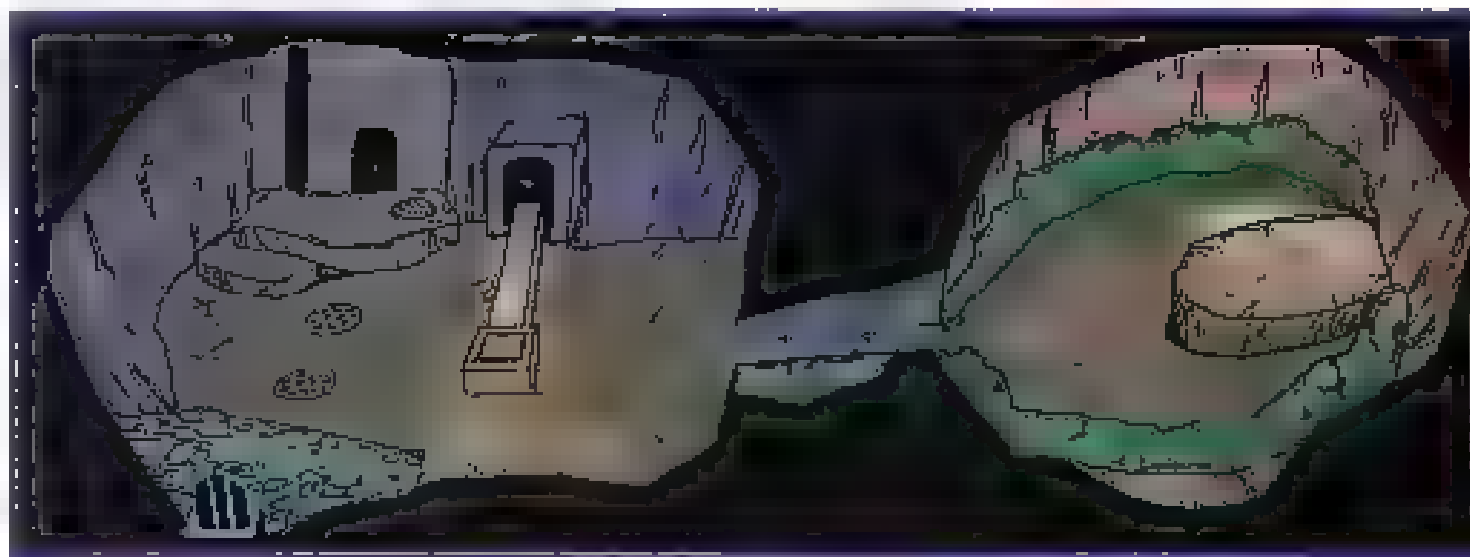
Late in the game, after stomping the switch near the entrance to Click Click Wood, you can cauldron back and insert the Jiggies in the picture puzzle.



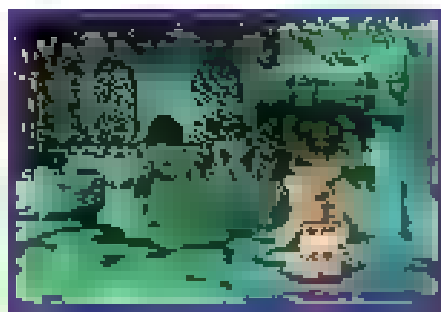


## GRUNTILDA'S LAIR

This is another small section of Lair that extends off the previous map. Take a look around. Early in the game, this should be familiar enough that you don't spend a lot of time wandering.



Beak Bust the floor switch to raise the two pipes above water level.

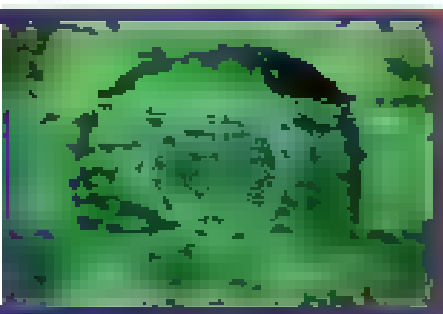


Cross the two pipes and hit the switch there to create another jumping platform.

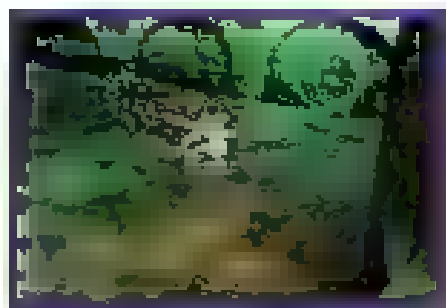




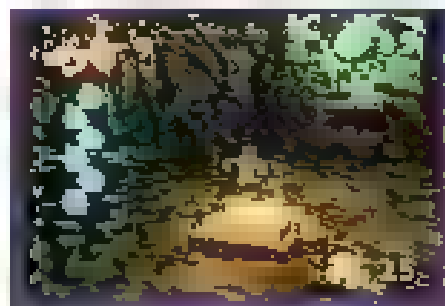
# BANJO-KAZOOIE PRIMA'S OFFICIAL STRATEGY GUIDE



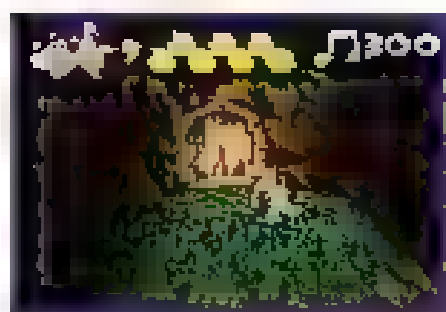
The switch across the upper pipe opens the underwater passage.



The underwater passage leads to the Bubbleloop Swamp picture puzzle.



It's probably best to tackle Clanker's Cavern before you head for Bubbleloop Swamp.



The Aloha Door up the allyway slope leads to another section of Gruntilda's Lair. Tackle Mumbo's Mountain, Treasure Tree Cove, and Clanker's Cavern first.





# TREASURE TROVE COVE

The second world in the intended sequence is Treasure Trove Cove, and here the game begins to feel a bit more open.

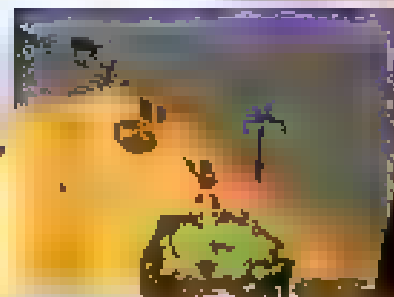
Unlike Mumbo's Mountain, puzzle solutions don't hit you over the head every time, and the central mountain makes it a little tougher to get your bearings.

You'll probably want to bear left (small pun intended) from the entrance dock, and deal with large Flipper the crab right away. He's particularly deadly, because you have to Rat-a-Tat Rap him in the face a few times before he curls up and dies, and the whole time he'll be trying to give you such a pinch ... Better he kills you early than after you've picked up 50 or 60 Musical Notes.

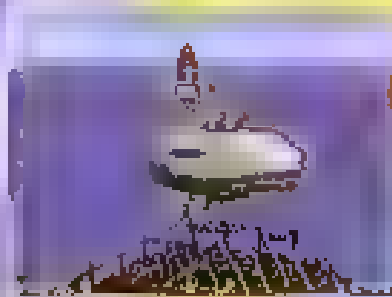
Shack Jump from the tall rock columns up the cliff face, and a Jiggly is your reward.



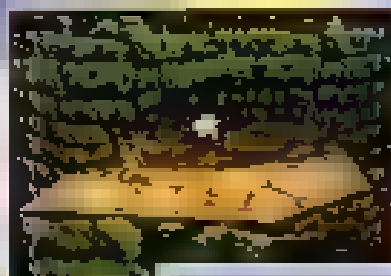
Use the Shack Pads to reach the Jinja stop the tall rock column.



Shack Jump to the top of the lighthouse for another Jiggly.



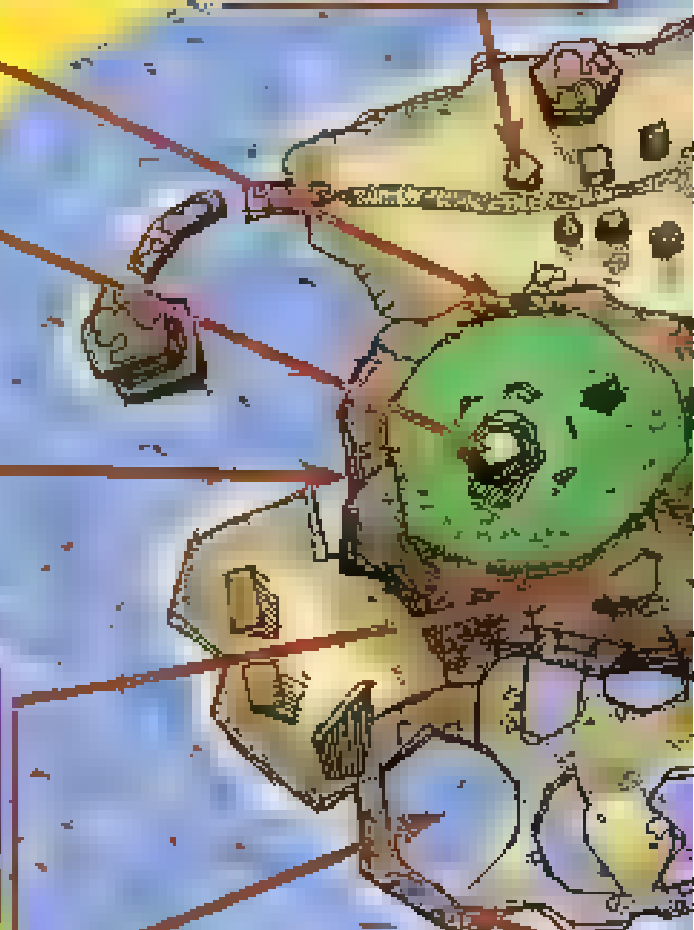
Hop from the floating boxes to the ledges in the green wall and follow the path to the Jiggly.



On the slope below the central mountain—an route to the lighthouse—a Jinja waterway a tree slide down to flat land to climb up.



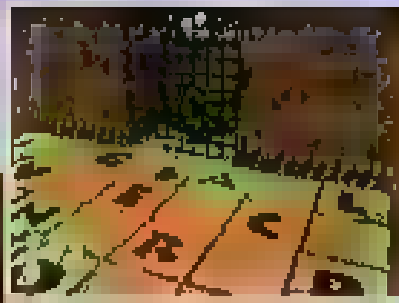
You can simply swim beneath the Siren's mine to claim the Jiggly at the bottom of the large pool.







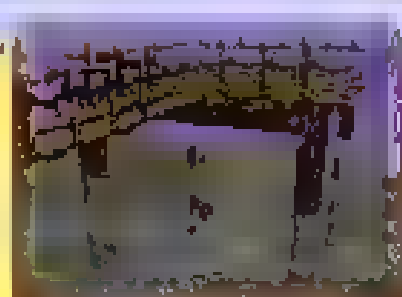
When you strump the final V, look off that platform toward the sea. Egg Little Lockup to produce the Jiggy.



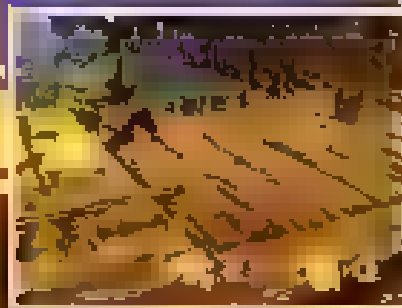
Spell out "Banjo Kazooie" with Book Busters before time runs out—and defeat the Snippet—to claim your Jiggy.



Before you take flight the first time, climb up the mast and rescue the Jinjo.



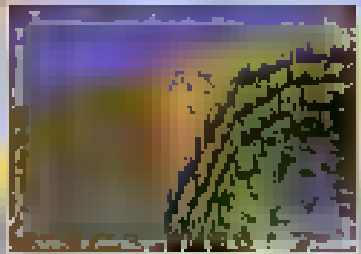
A Jinjo lies beneath the pier where you enter Treasure Trove Cove. Coop Snacker to the beach and lay a few eggs on him to clear the coast.



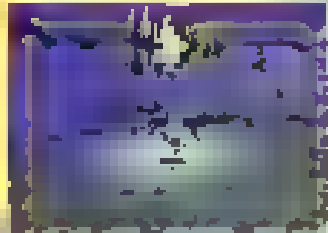
Smash through the deck to another hold compartment, and trade Blubber both piles of gold for the Jiggy you desire.



Fly beneath the mountain from the mast. The ledge on the left holds a chest with a Jiggy. Pop Pop care fully inside.



Walk carefully out the narrow ledge to reach another Jinjo.



Inside the defeated Skipper's shell, a Jiggy awaits.

TREASURE TROVE COVE





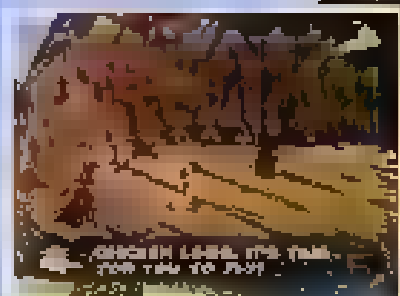
# BANJO.



You can roll the snippets a couple of times to polish them off, but remember the bonus for Beak Busting them!



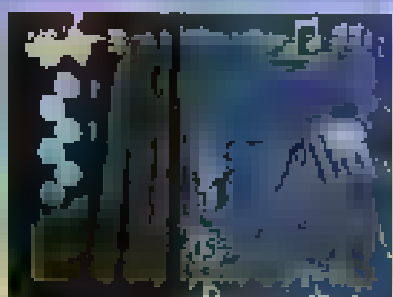
Cat inside Jipper's caws and Rat a Cat Rap him in the face.



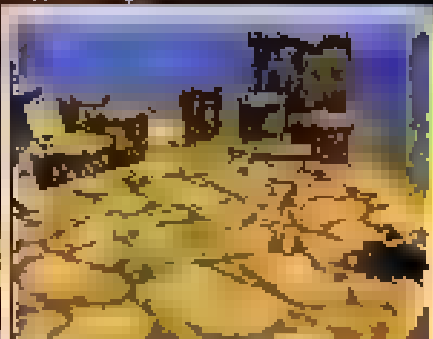
Taken Trot up near the crow's nest, and Bottles will teach Kazooie how to fly.



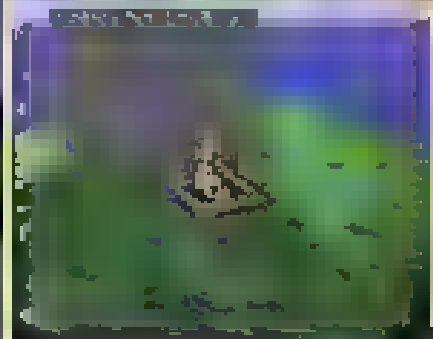
Captain Blubbber has lost his treasure. Don't worry, it isn't far.



One of the ship's holds—and half the treasure—lies through the hole in the side of the boat.



Bottles will teach his buddies how to use the Shock Pads near the tall rock columns.

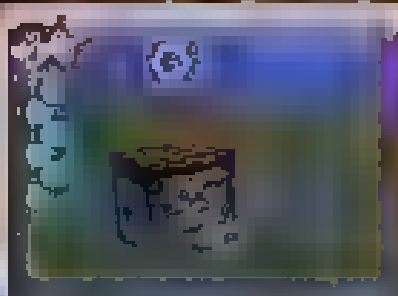


The Witch Switch in Treasure Trove Cove lies behind the lighthouse, atop the central mountain.

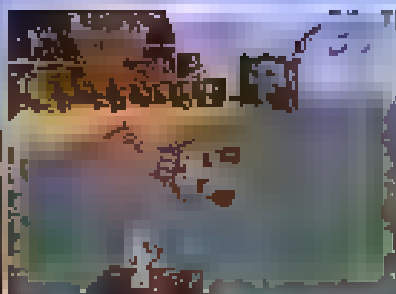


Smash the lighthouse door to climb to the upper area.





A honeycomb waits atop a box some distance offshore.



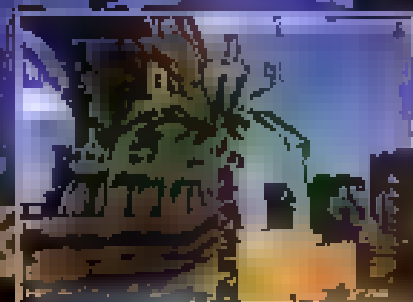
As you fly out over the ocean, you'll spot an extra life on a box near the small island with the sign.



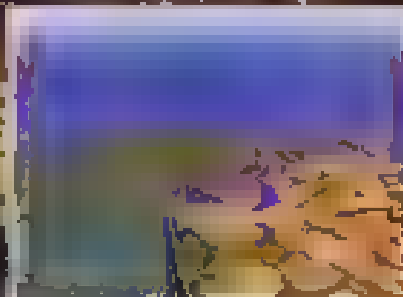
A few well placed eggs and snacker packing, but not per manently.



Look, the bucket feeds a few eggs to patch him up.



Don't forget the goodies atop the trees. There are plenty of Red Feathers, and even a few easily overlooked notes.



Beak But the large red is near the Flight Pad, and they point you in the direction of the next marker.



A honeycomb lies near the base of the greenish stone wall. Snacker may get it some time while you try for this prize.

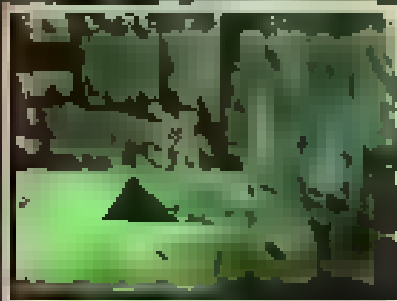


## CLANKER'S CAVERN

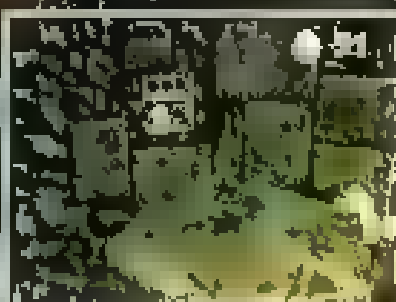
The third world—and the first place your underwater abilities are put to a test—is Clanker's Cavern. A word to the wise: If you're only showing two of those little segments on the oxygen bar, it's time to head for the surface. It's probably past time.

Unless you're just naturally good at the way Banjo and Kazooie move underwater, this world will probably kill you a couple of times just for being too ambitious. When you dive deep to get something, don't try to accomplish more than one goal. And if you miss whatever you're swimming toward, it's probably better to back way off—perhaps even to the surface, before trying again. It's easy to become frustrated and panicked and run out of air.

As with Treasure Trove Cove, there's probably one thing you should do first, because the odds of your demise are relatively high: swim down and activate the mech piston that lets Clanker float to the surface. When you reach the bottom, follow (flopp the fish around to build up your air supply before attempting the puzzle, and keep an eye on that oxygen meter.



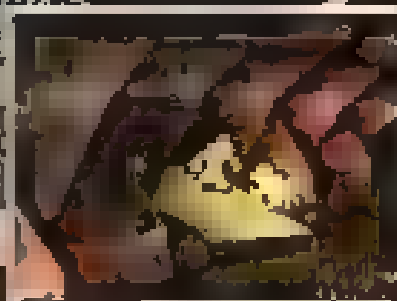
Smash open the grating up the pipe and drop inside to find a Jinjo.



Climb Clanker's tail to another platform, where a few eggs can open the grating protecting the Jinjo.



When Clanker surfaces, claim the Jinjo off his back.



Beyond the second tooth waits a Jinjo.



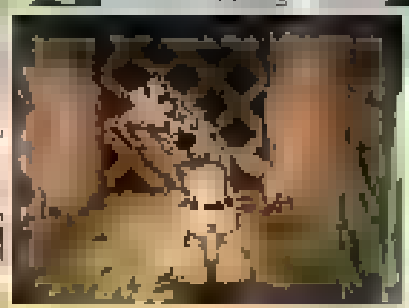


Defeating the Mutant Snippets produces a Jiggy atop the central Astute. Flap Flip up to the connecting pipe.

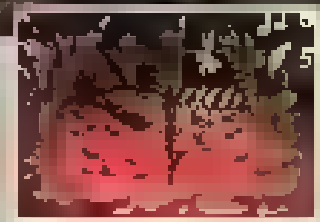


There's a Jiggy at the end of the long underwater tunnel. The perspective makes the return trip tricky. In essence, your controls are temporarily reversed.

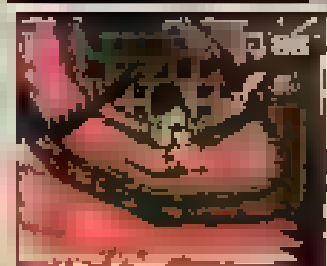
Cross the blackhole and Flap Flip up to the Jiggy.



Another Jiggy waits in an underwater tunnel—one that connects with the central chamber at either end.



Use your newfound invulnerability to reach the Jiggy beyond the blades.

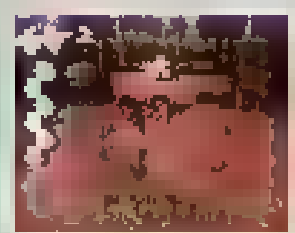


Reset the blades near the switch. Another Jiggy waits.

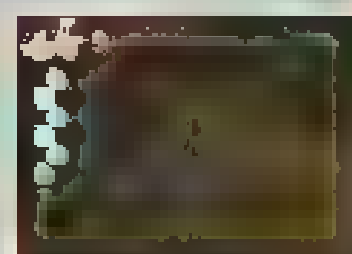
## INSIDE CLANKER



From inside Clanker, one tunnel crosses above a deep pool, although with a Jiggy.



Of course, completing the loop yourself nets you a Jiggy.



A Jiggy lies in the murky water near the mechanism that held Clanker submerged.

CLANKER'S CAVERN





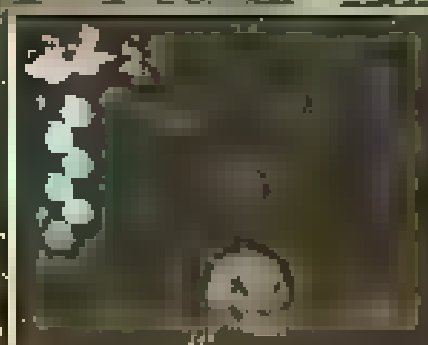
# PRIMA'S OFFICIAL TRAVEL GUIDE



Swim through the underwater tunnel to meet Clanker



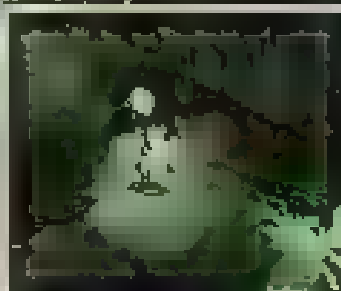
You must swim through the protruding key three times to release Clanker to the surface.



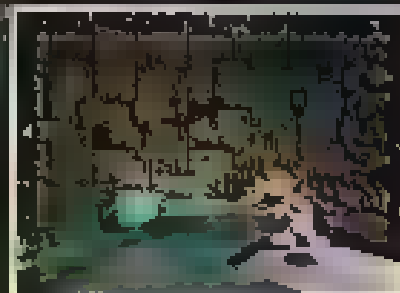
Use Gloop the Fish to restore your air supply on the deep dive.



There's a Jinjo behind the big fire near where you enter the world.



Deal harshly with the horde of mutant Snippets through the glowing tunnels.



When Clanker surfaces, you can ride the bott in his blouhola up to a high platform.



Don't miss the Alumbic token above the pipe where you enter the world.

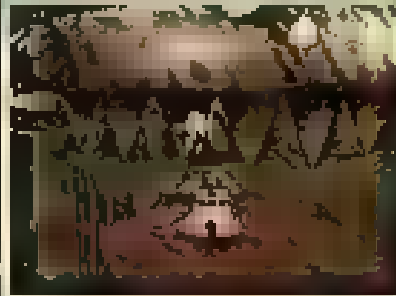




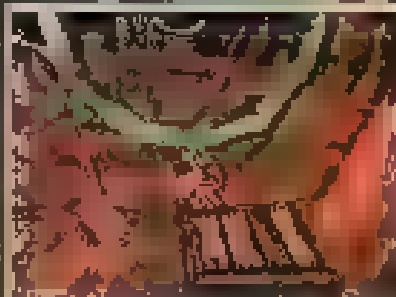
# PRIMA'S OFFICIAL STRATEGY GUIDE



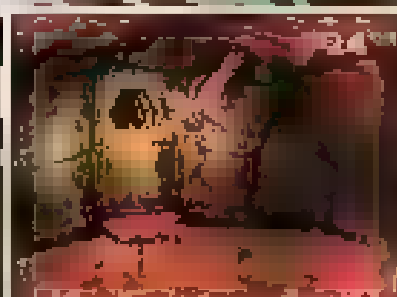
Sailin clear of the Whiplash inside Clunker.



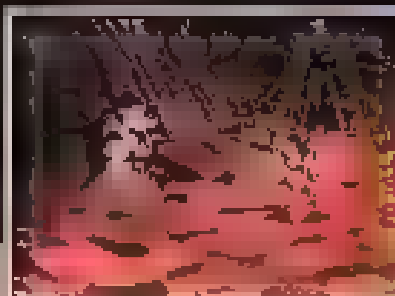
Fire eggs at Clunker's teeth to ease his pain—and open a passage.



The hoop obstacle course requires you to leap through each green hoop within the allotted time.



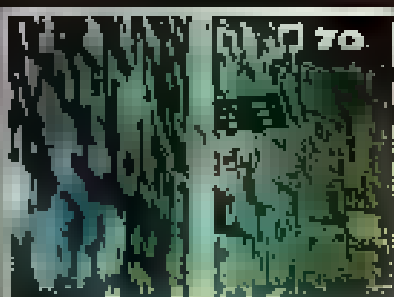
The Flight Red inside Clunker lets you reach the upper opening.



Fly up inside Clunker, and Bottles will teach you all you need to know about Golden Feathers.



You must take out the sore teeth on either side of Clunker's mouth.



Our duo can climb the pipes in the central cavern to reach alcoves far above.

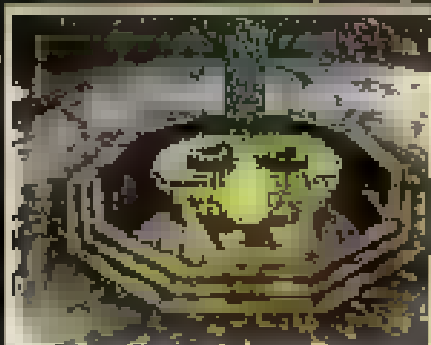


Let the blowhole bott rise up, and then drop down the blowhole to find Clunker's Witch Switch.

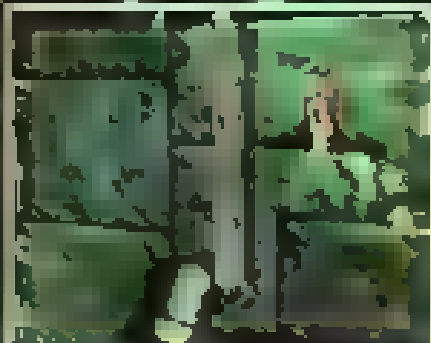
# CLUNKER'S CAVERN



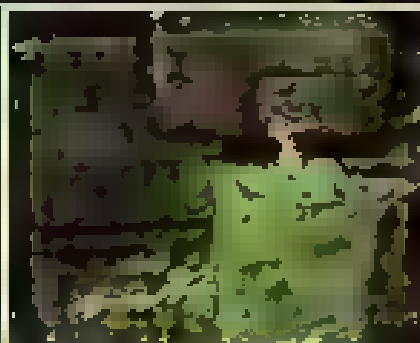




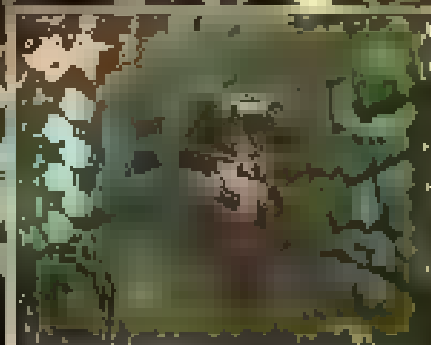
The Clanker's Cavern Witch switch causes the eyes to bulge back in Gruntilda's hair. When you're done with this world, you must go Back Bust them back down.



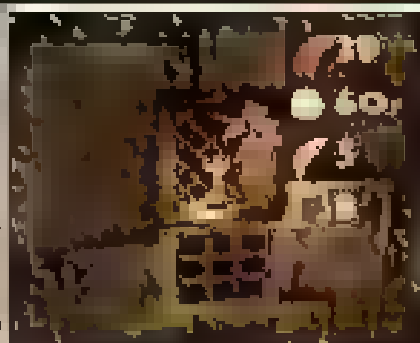
Use the Shock Rod near the wall to wrap up and grab the pipe to the left.



Just beyond the grating you break to rescue the Jingo is a similar opening; drop through it to find a honeycomb place.



A honeycomb place floats inside one of the underwater pipes in the central cavern.



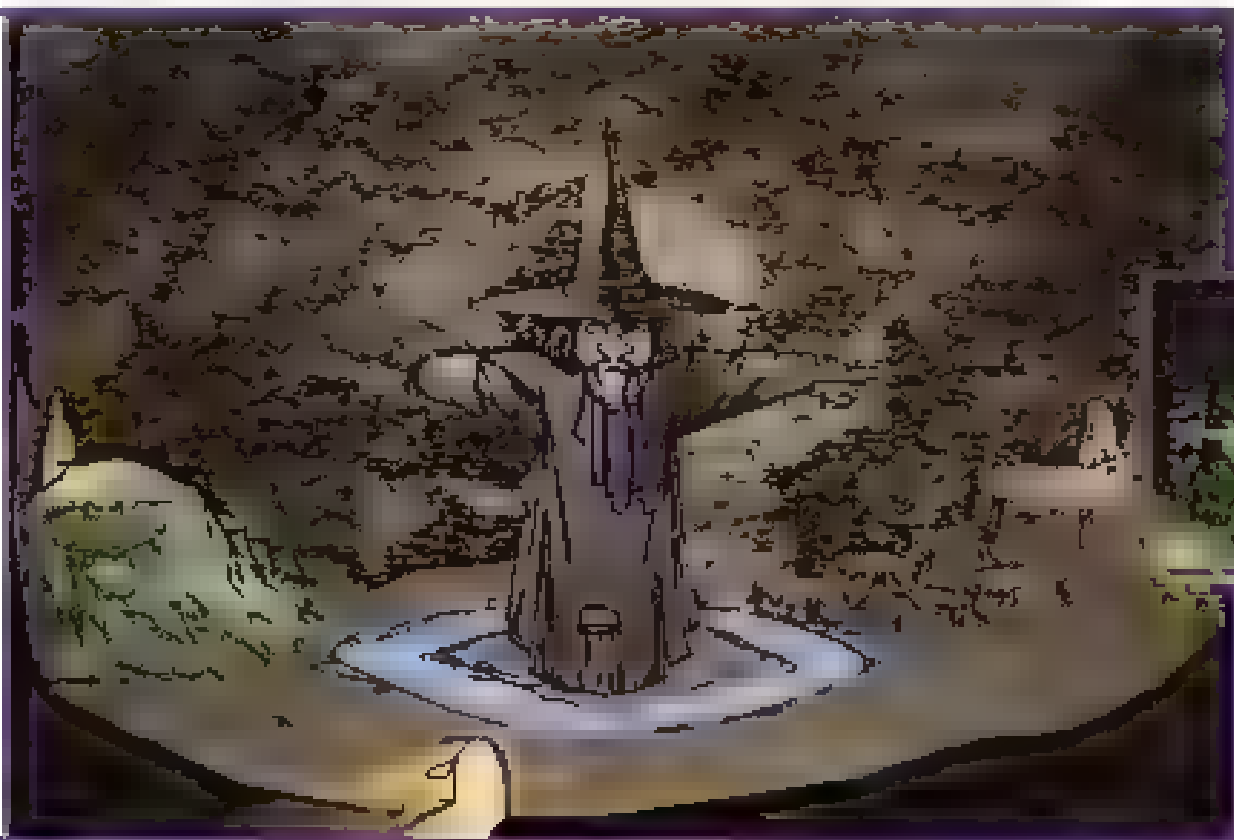
You can jump and flutter between the high upper ledges to collect the goodies.



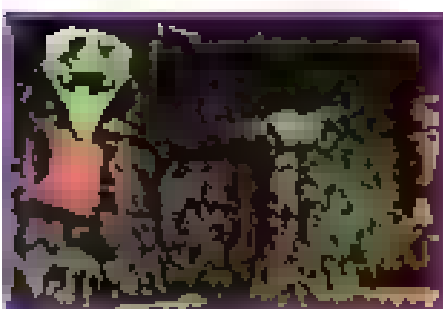


## GRUNTILDA'S LAIR

The area dominated by the gigantic likeness of Gruntilda is a crucial military junction, with Bubblegloop Swamp to the left and Cobi's Valley—and quite a few other places—up the cliffs to the right.



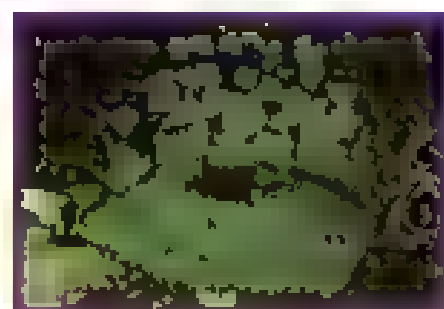
To the left lies  
Bubblegloop  
Swamp.



To the right lies Cobi's Valley.



Above the hole to the ceiling above  
the witch's party hat.



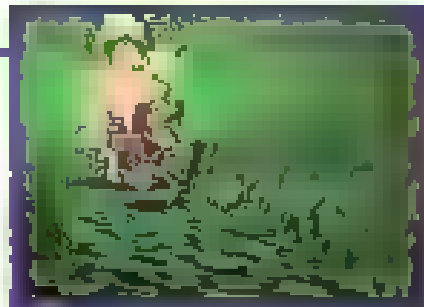
The witch switch in Bubblegloop  
Swamp shatters the hat. To drop  
through the ceiling, you must hop  
into the large vase outside the  
entrance to Cobi's Valley.



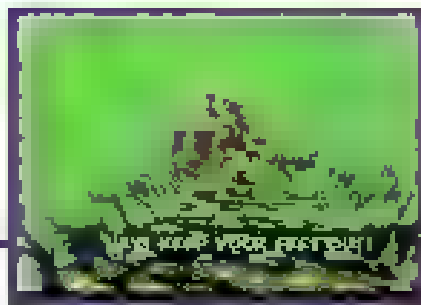


### GRUNTILDA'S LAIR

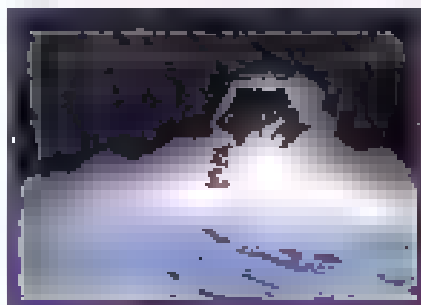
There are several items of interest in the immediate vicinity of Gobi's Valley and Bubbleloop Swamp, not the least of which is the boulder you must break near the Freezezy Peak picture puzzle. Do that as soon as you learn to use the Wading Boots in Bubbleloop Swamp. Come back from the swamp world with the boots available near the entrance and break the rock. Then go back into Bubbleloop and begin that world.



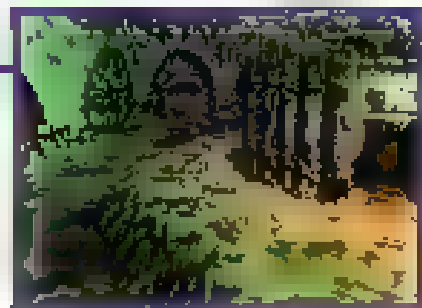
Gruntilda dishes more dirt on her sister near the entrance to Bubbleloop Swamp.



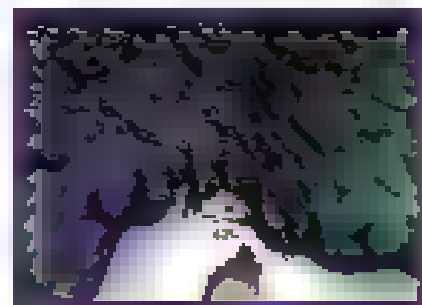
You'll find Wading Boots in the small hallway opposite Gruntilda's alcove, but you must learn to use them before they do you any good.



Up the slope from the Freezezy Peak picture puzzle lies a boulder in front of a passage. Smash it (you can't fit in the tunnel without a little Mumbo magic, but you can't break the boulder in your transformed state).



After you learn to use the Wading Boots at the beginning of the Bubbleloop Swamp world, exit immediately and use them to explore the passage behind the swamp entrance.

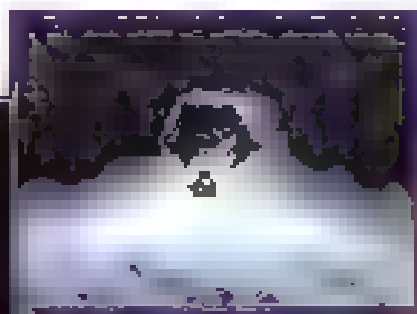


Another pair of Wading Boots, for traveling back through the swamp water, lies near the Freezezy Peak picture puzzle.

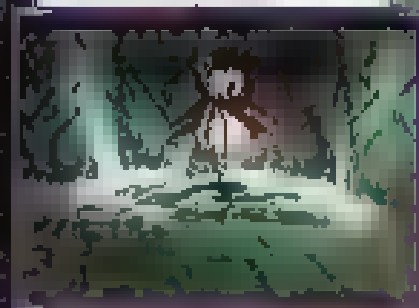


Down the passage near the entrance to Bubbleloop Swamp is the picture puzzle for Freezezy Peak, but that's not the first reason you need to visit this small area.





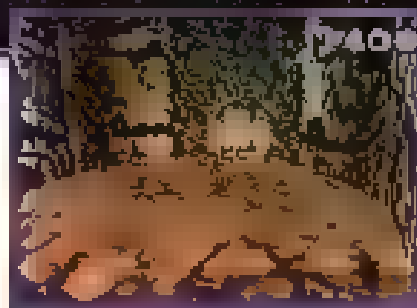
After Mumbo transforms you into a small crocodile in Bubblegoop Swamp, you can return to the small passage near the freezies Peak picture puzzle.



Happy little lizard it's the Cheato spellbook waiting down that tiny passage!



Don't miss that Mumbo token behind the sarcophagus.



You'll need a good supply of notes to crack the door on the high ledge.



Smash through the bricks barring the passages.



In a chamber adjacent the tall case is a switch that activates a rotating Shoot Pad.







After you hit the Witch Switch in Bubbleloop Swamp, you can leap inside the tall vase using the rotating Shock Pad.



After the Witch Switch in Bubbleloop Swamp explodes the large witch's hat, dropping through the vase near the entrance to Gobi's Valley nets you another Jiggy.



The Witch Switch inside Gobi's Valley opens the sarcophagus near the tall vase.



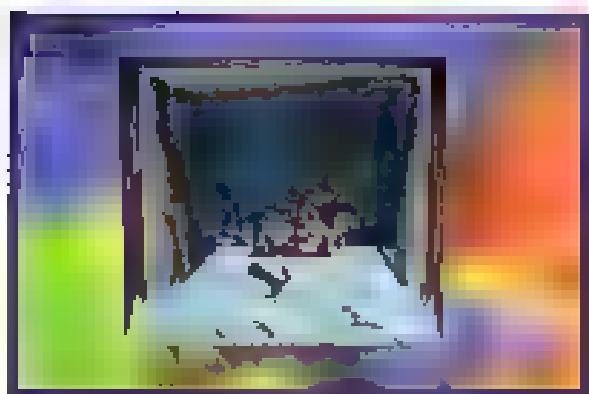
Use the rotating Shock Pad to collect the Jiggy inside the sarcophagus.



After you hit the Witch Switch in Freezeway Peak, you'll find it worth your while to Shock Pad up the mural near that world's entrance.





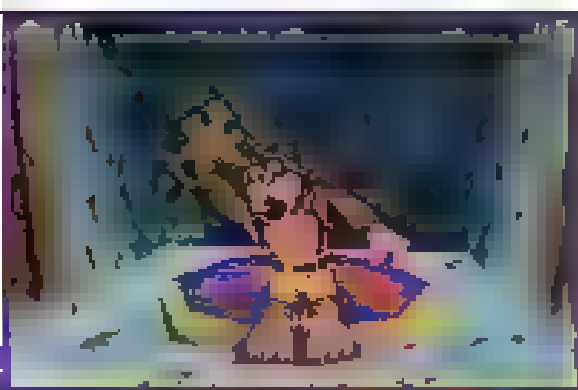
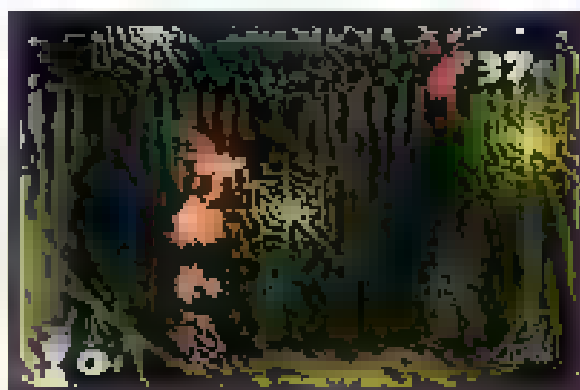


After prudently breaking the webs in the nearby chamber with eggs, stomp the switch high inside the Freezezy mural.

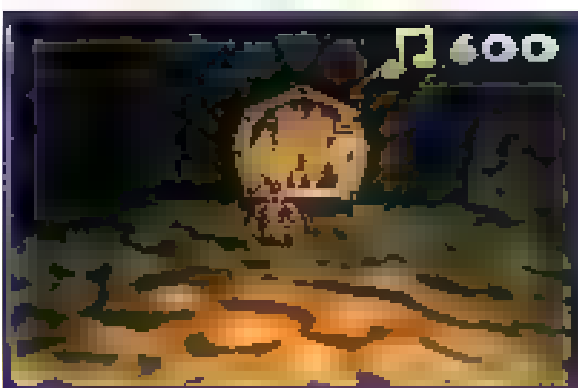


The Running Shoes nearby are for beating Feet back to the nearby chamber—and the Flight Pad, which appears only briefly.

You have little time to make the Flight Pad and get airborne.



Fly back to the Freezezy mural and look for the opening high on the right: it opens with the Freezezy Witch Switch. Collect the Jiggly, happy bear.



The Note Door on the ledge in the webbed room requires a healthy stash of notes.

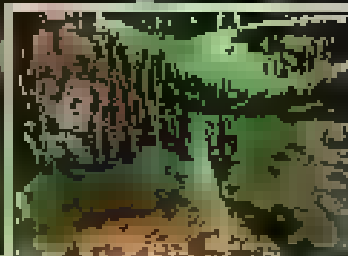




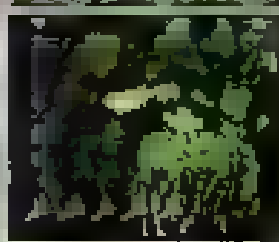
## BUBBLEGLOOP SWAMP

The swamp is the first world you encounter that has large areas of hazardous terrain—namely, piranha-infested waters. You can use the Wading Boots to explore the swamp waters for a limited time, but it's a bit easier to do most of your ducking around as the tiny crocodile that Nabbit Jumbo will change you into.

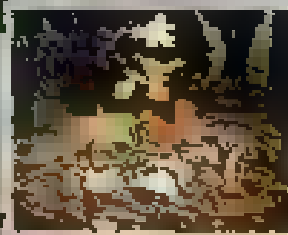
Do as much as you can as Banjo and Kazooie before you have Nabbit make the change; you'll actually want to leave the swamp as the crocodile once you've got all 100 Musical Notes. You can use the small form of the crocodile to explore the narrow passage near the Freezeway picture puzzle, as long as you exited the swamp after learning to use the Wading Boots and smashed the obstructing boulder as Banjo.



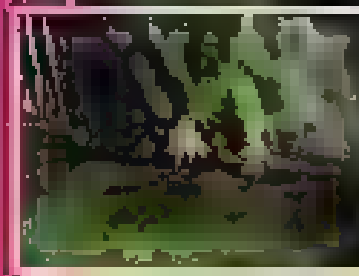
Hop over to the small landing from the early bridge and rescue a Jinjo.



Another Supply waits in the middle of the multi-layered egg.

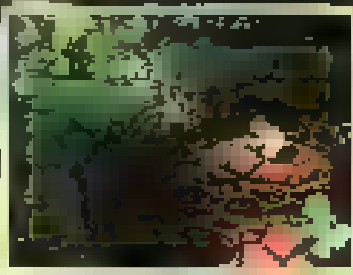


On the way to the timed Jiggy, you might pause to give Croco another egg.



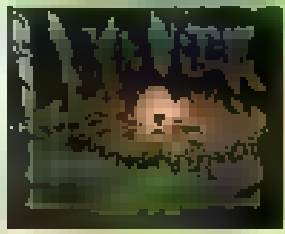
Use the wading boots to (quickly) clear the swamp of gaddies—and the occasional Jinjo.

Beat Bust the choir members to duplicate the melody, and Tiphup bestows a Jiggy.



Cold feet cured, a Jiggy is your reward.

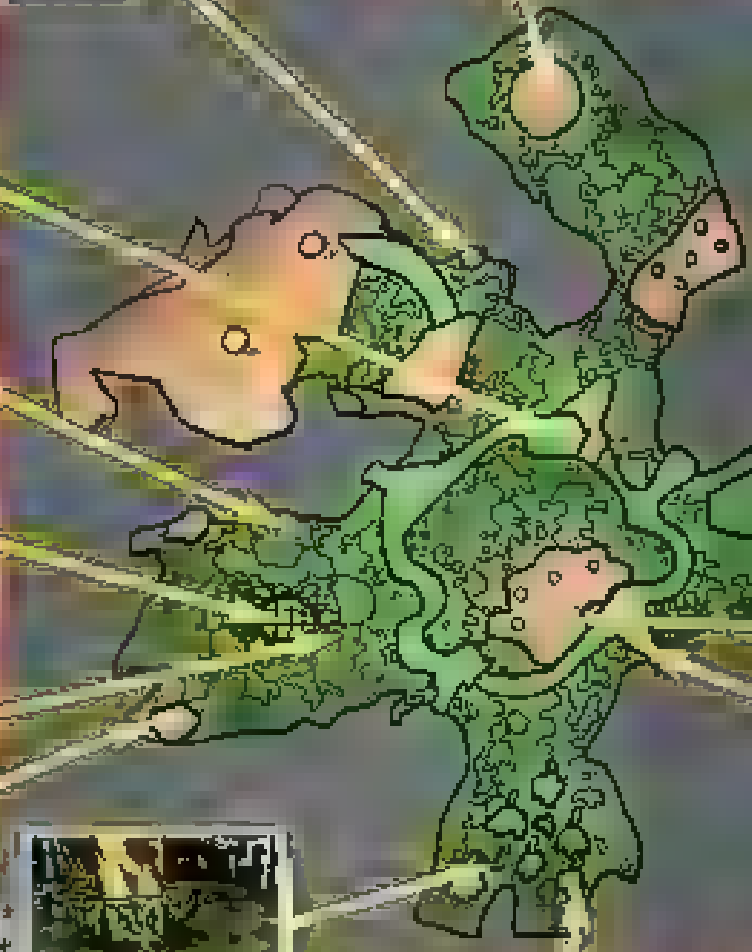
When you feed Croco for the last time, he'll leave you a Jiggy for your trouble.



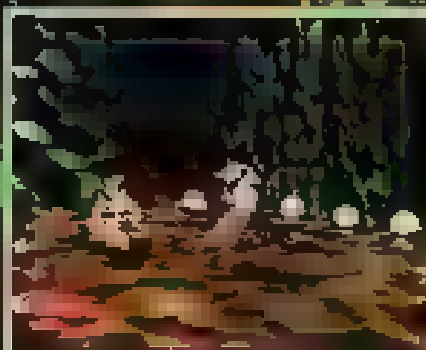
Don't miss that Jinjo whistling at you from below the Shock Pads.



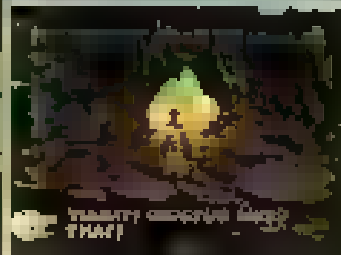
At the top of the hill Jinjo waits another shiny, gold Jiggy.



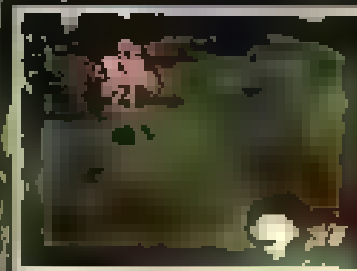




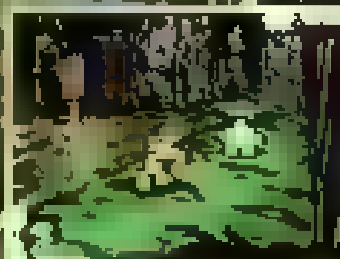
The first thing you should do in Bubbleloop Swamp is learn to use the Wading Boots. Bottles will show you how in the area just behind the world's entrance.



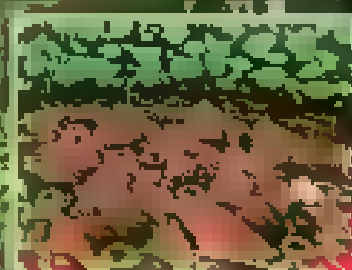
Croctus teleports around the level, requesting you feed him an egg each time you see him.



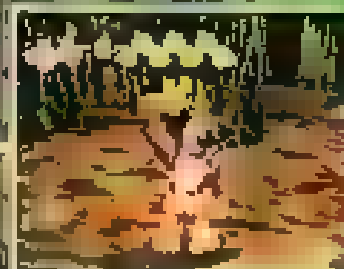
Use the Wading Boots near the world's entrance to pillage the nearby swampland.



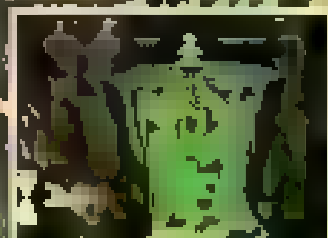
The short timer halfway through the maze offers another chance to claim a Jiggy.



Should you out-dine Mr. Fly, a Jiggy is yours for the taking.

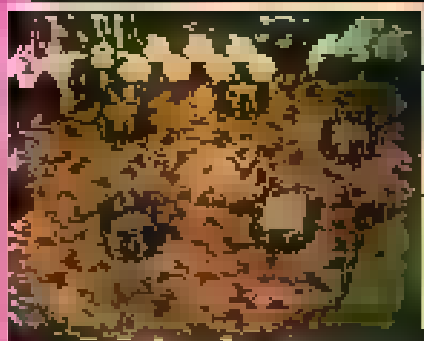


When the nest of the pesky Frog falls, a Jiggy is your reward.

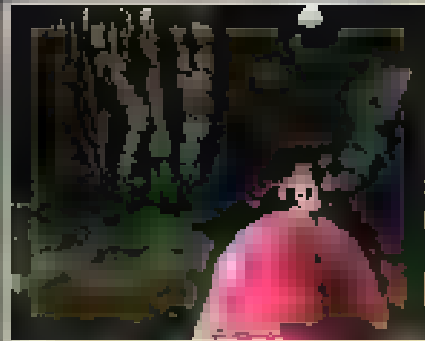


A Jinjo also lies along the path to the timed Jiggy.

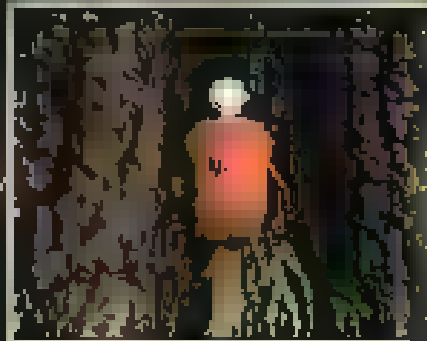




You can defeat the mob of golden Flibbits easily with a few Golden Feathers.



You must crack the large egg several times before the bear and bird can reach its center.



Don't forget to climb all the catfisks in the swamp and claim the prizes floating above them.



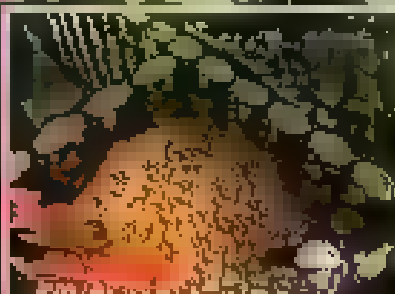
A well-placed Rat-a-Tat Rap will take the fight out of the resident froggies.



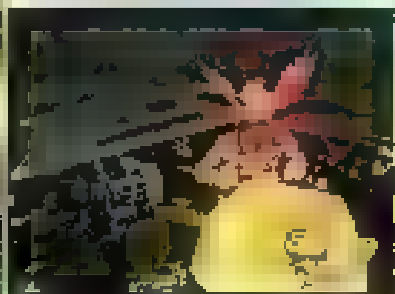
Use the Talon Trot to gather notes from the slippery swamp slopes.



Navigate Mumbo's maze quickly, using the sliding Beets within to make it to safety.



Don't miss the Mumbo token hiding behind the hut.



Another honeycomb piece floats near the ceiling in Mumbo's hut.



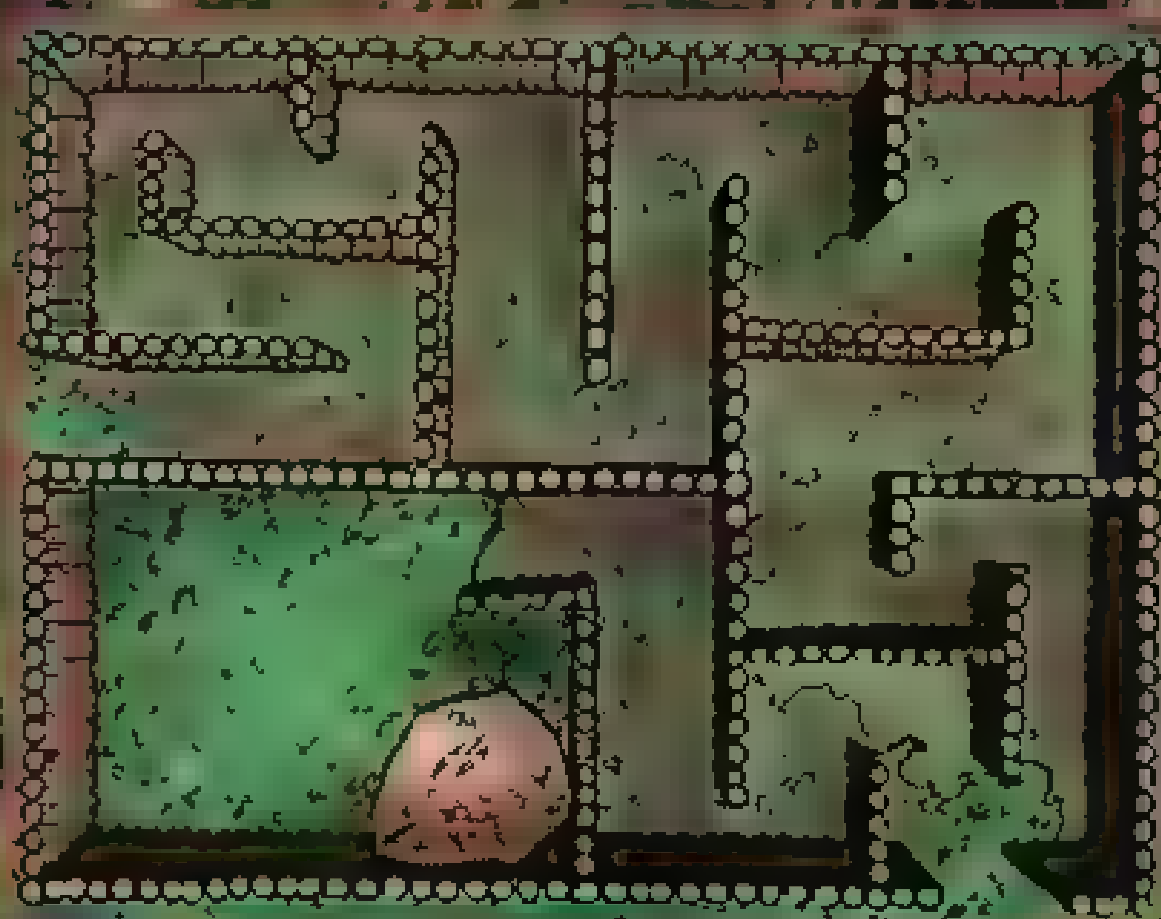
Mumbo's swamp mask makes bear and bird a small crocodile.



# 



Your small, scaly form can venture places a bear can't—inside the large creek's nose, for example.

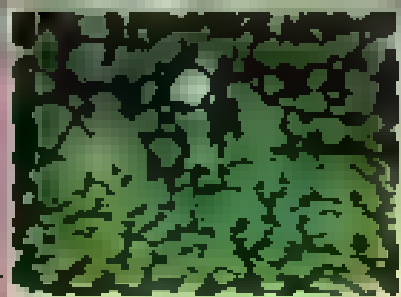


1. The bear's head is at the top left of the maze.

2. The bear's head is at the top right of the maze.

3. The bear's head is at the bottom left of the maze.

4. The bear's head is at the bottom right of the maze.



Wolves and other species—and a hairy competitor—live within the maze.

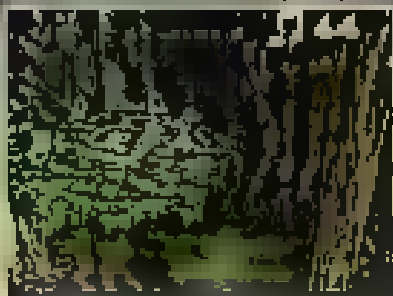
Wolves and other species—and a hairy competitor—live within the maze.







These huts are made for stomping.



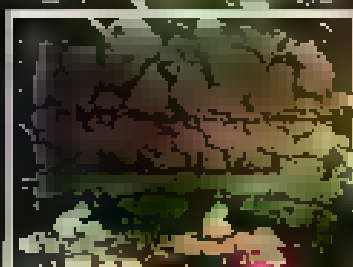
Shock Pads lie beneath most of the huts, but one near the top of the test yields this world's only switch.



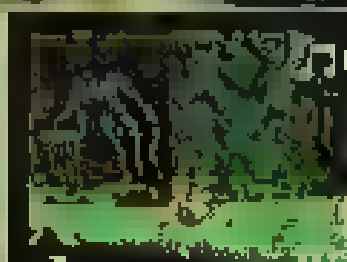
If you go for this Kumbi taken, prepare to change direction in midair and glide back to the Shock Pad you leaped from.



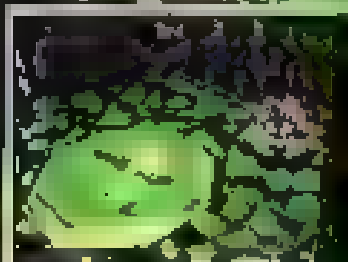
A turtle's cold feet need a dose of Beak Busting to warm them up again.



Walk inside the tankup's mouth to meet the Tipup Choir.



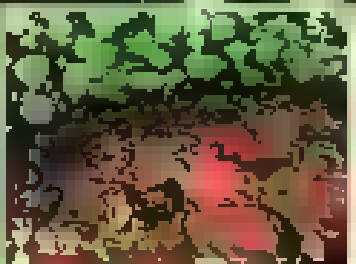
Watch your step and you should have time to make it to the Jiggy on the walkway.



Crochus even shows up in the area with the Shock Pads beneath the huts.



Your little crocodile self can venture into the swamp without fear of the local giranhas.

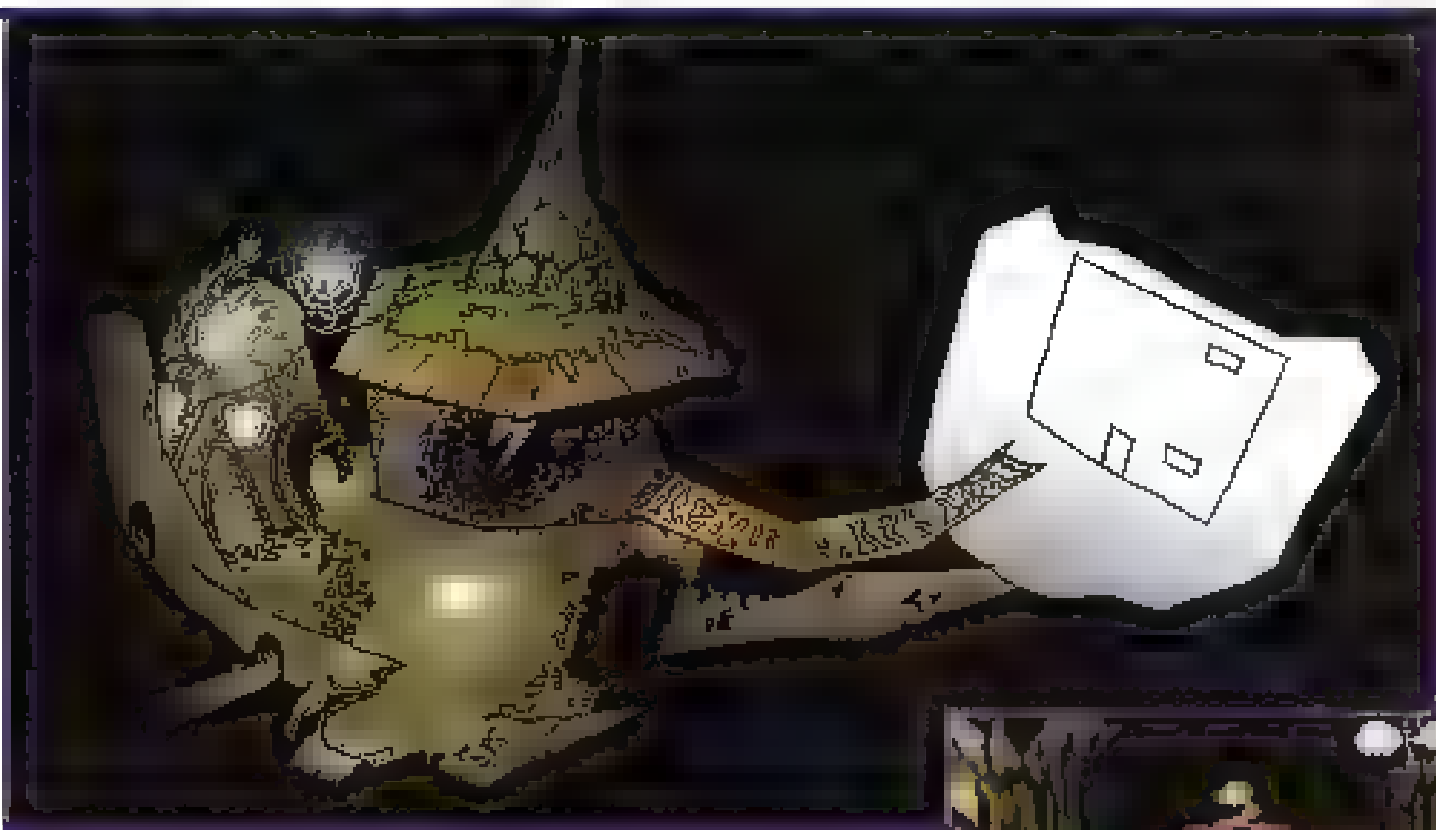


Mr. Ylls has three race games, challenging you to eat faster than he can.



## GRUNTILDA'S LAIR

The webbed chamber adjacent to the Freezieszy Peak entrance is another juncture, with an important Note Door as well as a cauldron shortcut. Be sure to go around and break all the waving webs—especially the small one on the floor near where you enter.



Use a few eggs to break the waving webs in this large chamber.

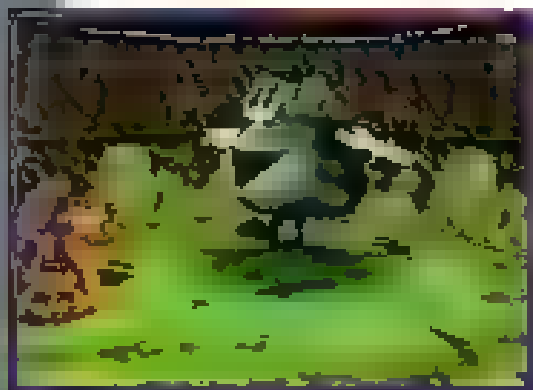


Another cauldron waits nearby, ready to serve as a shortcut.

In the witch's mouth is yet another Note Door.







Beneath a web in the upper area is another cauldron.



Stop by and visit with Brentilda atop the witch's hat.



Stamping the Witch Switch in Freezasy Peak opens the door high on the Freezasy mural.



The Witch Switch in Mad Monster Mansion reveals a Jiggly behind the witch's eye: you'll have to Rat-a-Tat Rap your way through the clear glass casing.

## GRUNTILDA'S LAIR

Watch your step as you cross the narrow pathways over the lava. The light in this chamber waxes and wanes, making deceptive shadows.



Across the wire path is the picture puzzle that opens Gobi's Valley.







Notice Brentilda near the Gobi's Valley picture puzzle, and the small opening in the wall.



As the little pumpkin from Mad Monster Mansion, you can hop down the tiny tunnel near the Gobi's Valley picture puzzle.



Lucky pumpkin! Down the small tunnel you meet Cheato the spellbook once more.





### FREEZEZY PEAK

Barjo and Kazooie get a little holiday spirit in Freezezy Peak, playing Santa to a trio of blubbering bears and even showing off their shedding prowess.

Bethrus will teach you the Beak Bomb here, a useful aerial maneuver if you're at attacking and also a faster way to fly in general when you want to get across a world without a lot of tedious flapping.

Use the Beak Bomb to knock the block off the resident snowman—Sir Skishes to you—and watch out for that icy water until Mumbo turns you into a little walrus. As with the little crocodile in the swamp, the walrus can lose the icy ponds of Freezezy without adverse effects.

Within Mumbo's that waits another Jinja.

Lucky bears! When they get their presents, you get a Jiggly in return.

After you bonk the snowman's buttons, he'll give up a Jiggly.

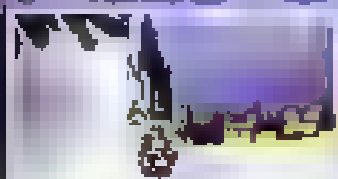
The lost Sir blush to fall reveals a Jiggly atop the large snowman's head.

Use atop the snowman's broom to rescue the Jinja.

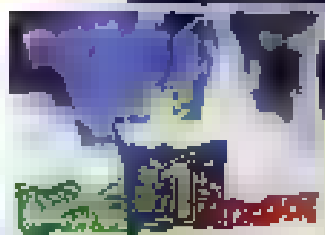
Woeza the walrus will kindly give up a Jiggly to one of his own kind.

If you venture back into Woeza's Cave as Barjo and Kazooie, he'll let you take the Jiggly off his hands—or, flippers.





Rescue the Jingo from someone's backyard.



Keep the race close until the very end to avoid bringing out Boqgy's competitive nature, and then you can usually hop past him for the victory. A Jiggy is first prize.



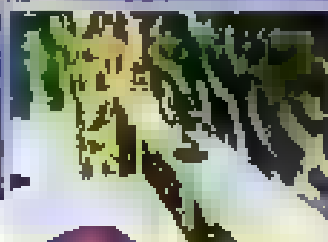
You can also race Boqgy as your bear and bird self, with a Jiggy as first prize. As before, wait to make your strong move until the end of the race.



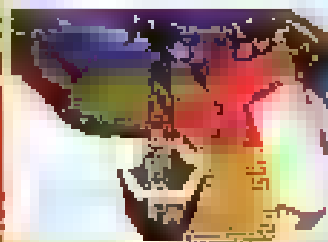
After you hop Boqgy from above, he coughs up a Jiggy before running off to practice his slodging.



You must flutter to the uppermost ledge, and then from there to the Jiggy in the tree.



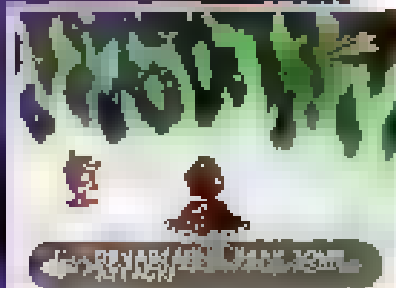
Grab that Jingo from the wall above the molehill.



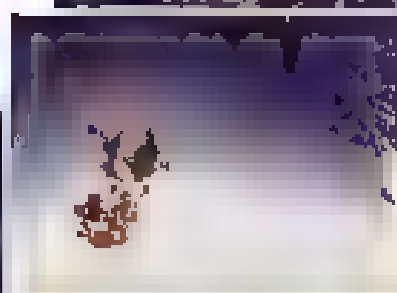
The large snurman has a pipe full of Jiggys.



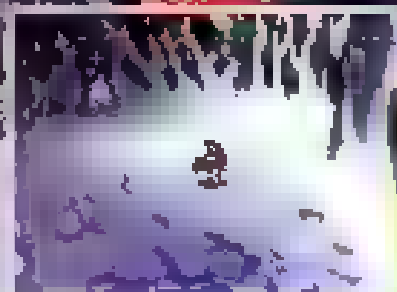
# FINAL STRATEGY GUIDE



Bottle's wants to teach you the Bear Bomb in Freezezy Peak. You'll need it to defeat the slink for snowman nearby.



Boggy Bear has eaten something shiny. Sled from above into his bulging tumay to disodge the prize.



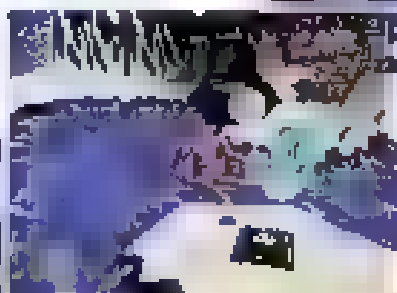
Listen for swishing snowballs as you explore Freezezy Peak.



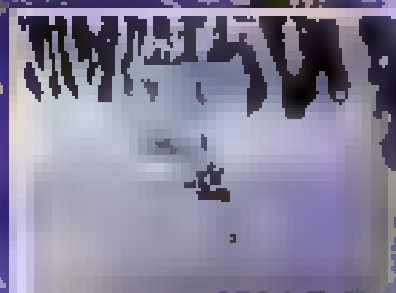
Greggy, Boggy and Muggly, three little bears without any holiday gifts, wait inside the Igloo.



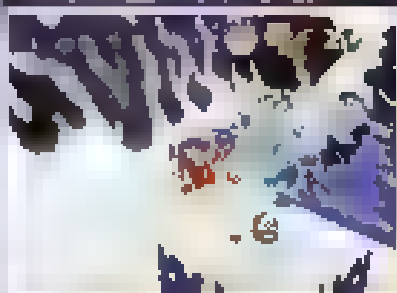
Don't be sad, bear buddies. Berta and Kazooie will play Santa.



One of the snowfreaks conceals the Freezezy Witch Switch.

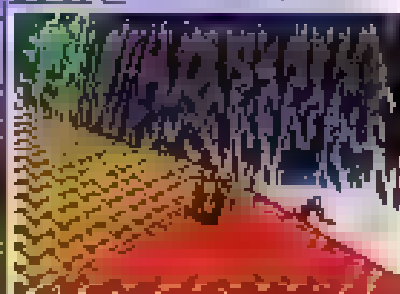


The Bear Berqz is the best way to battle the blocks of ice.

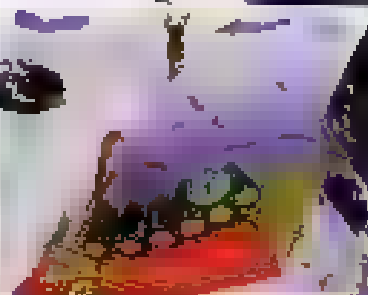


Bear Bomb the snowball-slinging Air Slushes. They'll always turn to face you, so line up with the red X on their top hats and let fly.





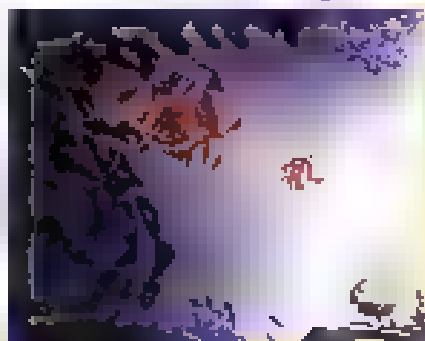
Climbing up the snowman's scarf, you can see Wizzuza's Cove below.



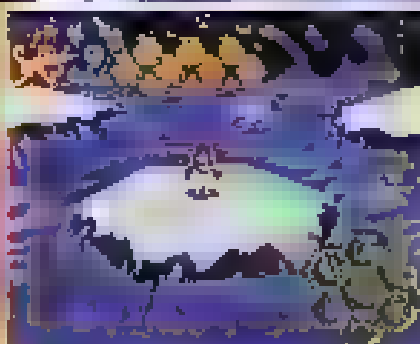
Shock Jump up the snowman to discover one of the small bears' presents.



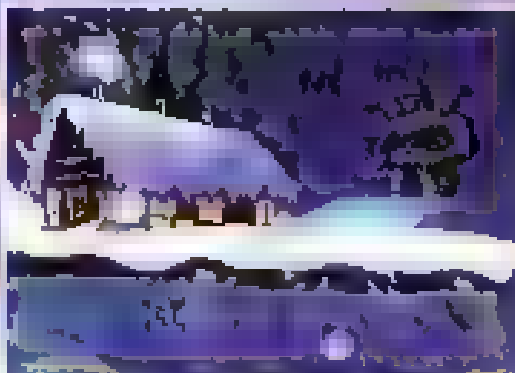
When you've defeated all the Sir Slushes, a Wiggly appears atop the snowman.



Sled down the snowman; look out below!



Watch that icy water when you go to grab the honeycomb on the small island.



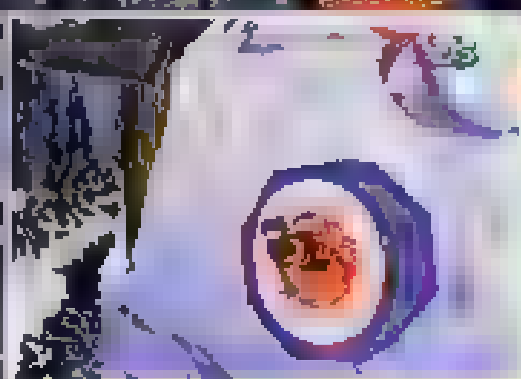
It's not exactly his preferred climate, but Wumbo is in attendance at Freezezy Peak.



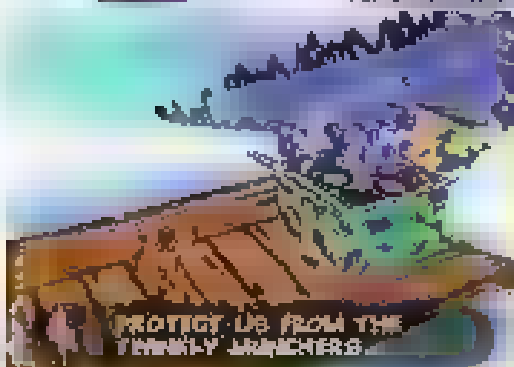
# FINAL STRATEGY GUIDE



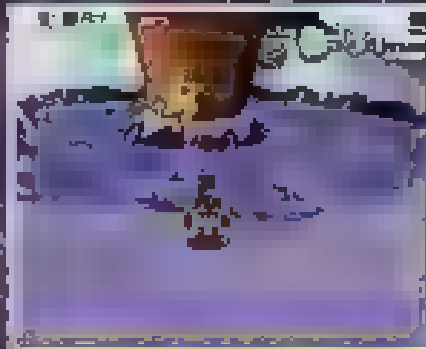
Another of the three propens rests on a small frosty island.



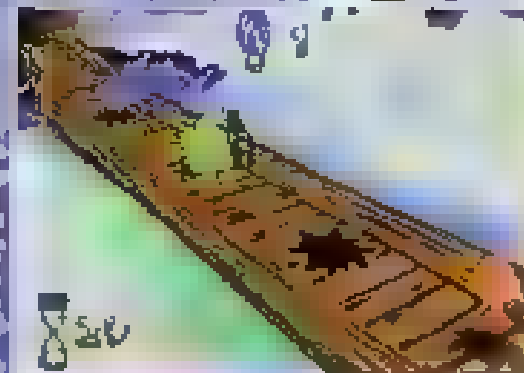
• Beak Bomb the seaman's buttons.



Meet the Twinkles. You must help them to their nearby tree.



After the Twinkles make it safely to the tree, shoot a few eggs at the star below to switch on the power.

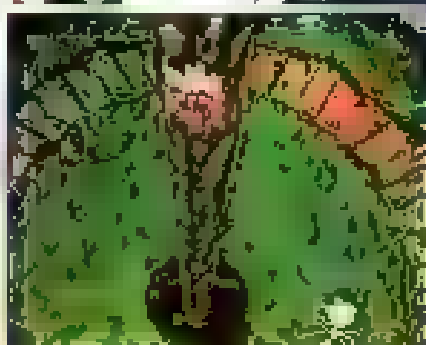


The Twinkle Munchers have huge appetites. Keep them under control with Rat a Tat/Raps and eggs.

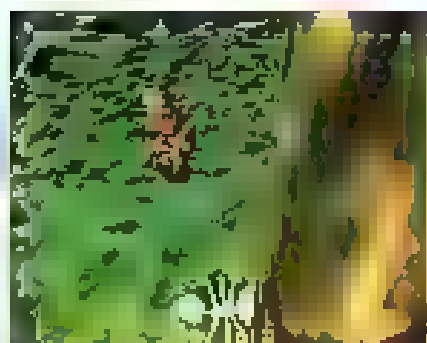




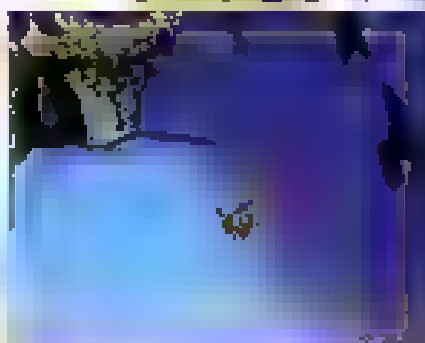
With the power flowing, you must fly through the star at the top of the tree three times before time runs out.



Climb up the tree trunk to explore an inner area.



Another present awaits inside the tree. When you have all three, you can head back for the bears' igloo.



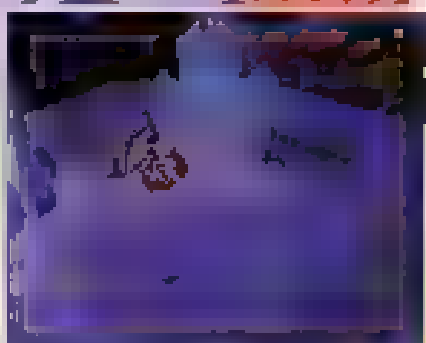
As the little walrus, you have a few new areas to explore.



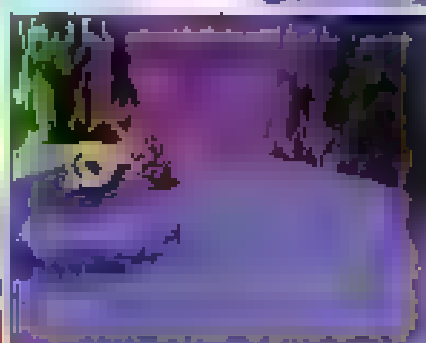
The icy water doesn't harm little walrus: grab those nuts!



Go find Boogy as the little walrus, and he'll invite you to race sleds.



Venture into Wozza's Cave and swim through the small underwater passage.



Another honeycomb piece awaits in the antechamber to Wozza's Cave.



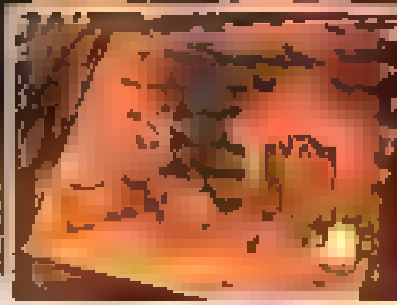
## GOBI'S VALLEY

Gobi's Valley can be one of the game's most frustrating areas, and we speak from personal experience. The slightly-top-down camera view means you spend a whole lot of time looking at sand, so keeping your sense of direction intact becomes almost as much of a chore as puzzle-solving.

If you haven't done so already, go and open Freezesky Peak and learn the Beak Bomb move therein before tackling Gobi's Valley. You'll need it to solve one of the puzzles here.

When you enter Gobi's Valley, first drain the water from the large pyramid so the deep, sandy moat doesn't become a deathtrap as you explore. There's enough scorching sand to fall into without that merciless pit.

Next, learn to use the Running Shoes, and realize the Wading Boots will protect you from scorching sand just as they do from swamp water. That should keep your little bear feet from getting too toasty.



Gobi retreats to the alcove you can reach with the magic carpet after watering Trunker Beak Butt. Give him one more time to dislodge a honeycomb.



A Jinjo waits on one of the upper magic carpets inside Jinry.



Jinry's Jinjo waits at the top of the magic carpet ride.



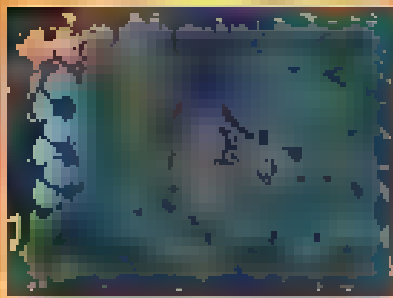
After you water Trunker—with a little help from Gobi—you can flutter from one of the perimeter trees to claim the Jinjo.



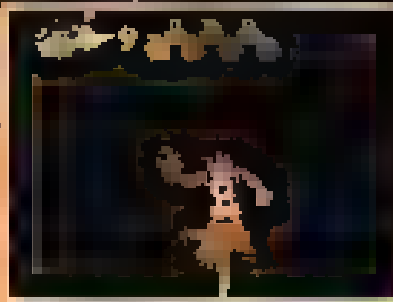
You didn't forget the Jinjo near where you entered Gobi's Valley, did you? Don't step on the get pad!



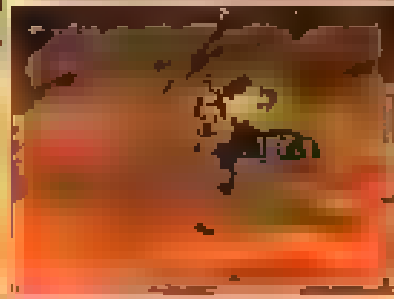




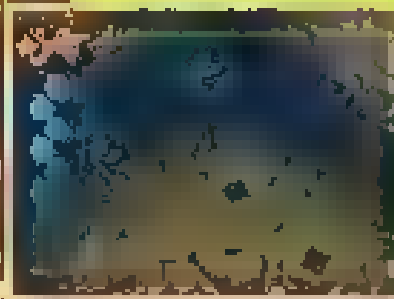
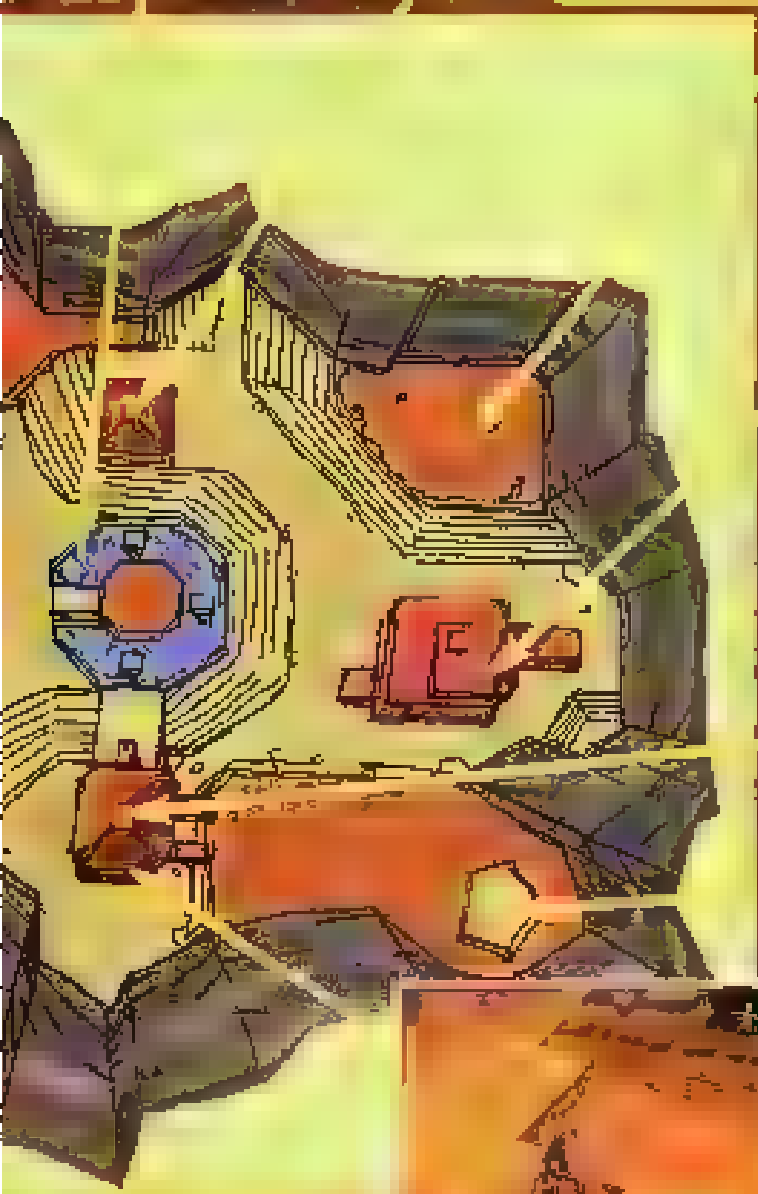
A Jinjo waits beneath the moat's ramp.



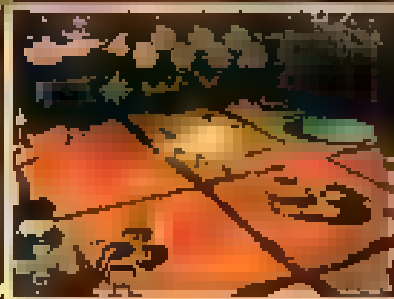
Ride the basket top up to the prize or climb Kistup's neck to reach the Jiggy.



Strap on the Running Shoes atop the small hill to wrest the Jiggy from Grabba's grasp.

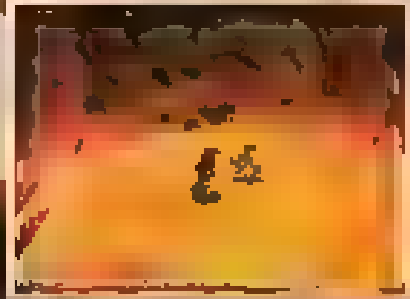


Swim down and claim the Jiggy from its watery resting place, but that's not all!



After you match all the picture pairs, a Jiggy appears as your reward.

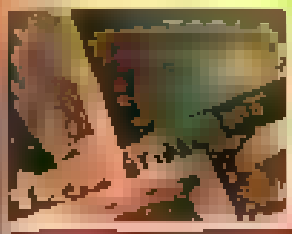
Gobi leaves a Jiggy in his wake when he runs off in search of water.



A loud little Jinjo waits in an alcove near the honeycomb-shaped switch.



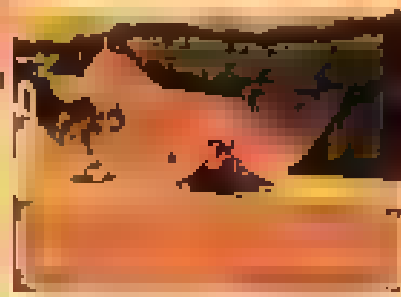




Race through the maze, but don't overlook the Witch Switch off the beaten path.

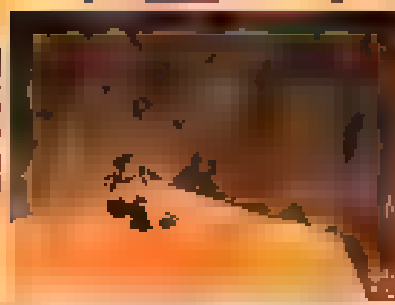


A Jiggy waits beyond the maze, and other goodies, including a Jirio, are stacked in the urns nearby.



On a wall beside Jiray, Bottles will teach you how to use the Running Shoes.





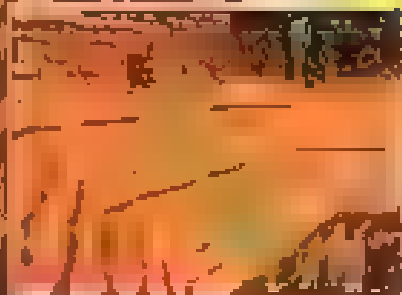
After you learn how to use the shoes, quickly put them to use.



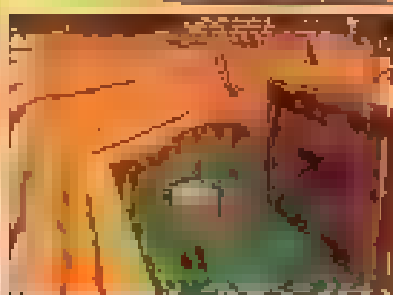
Use the shoes to make it to the top of the tall, winding pyramid path. Then drop through the trapdoor.



Once you're inside the large pyramid, swim over and grab the Muamba token.



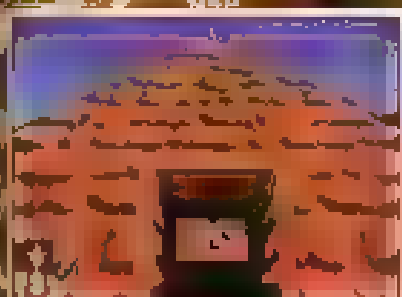
Taking the floppy inside the pyramid opens the outer door, and drains the water.



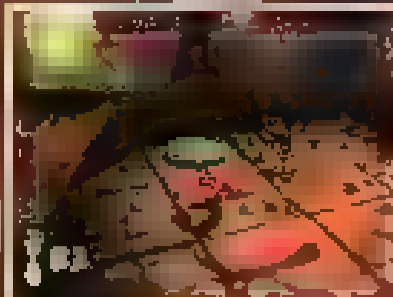
The drainage from inside the pyramid flips the deadly sand trough in the outer area.



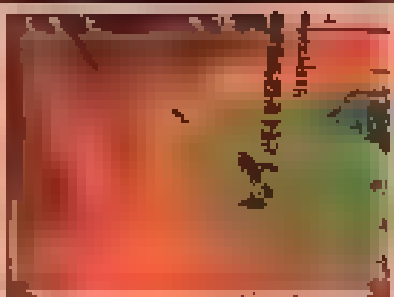
From the pillar tops, you can feed eggs to the smaller statues.



Stamp the switch atop the pyramid to open the door below on a short timer.



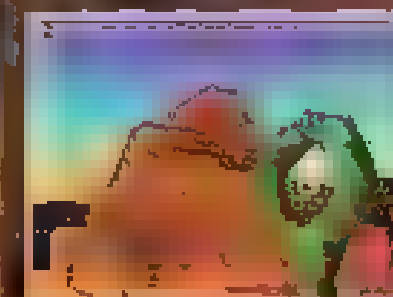
Inside the pyramid is a picture matching game. If you'd rather not worry about the funny mum on patrol, use a Golden Feather to deal with him permanently.



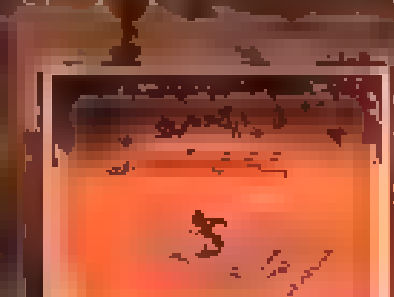
If you don't match all the pictures within the allotted time, you teleport back to the beginning of the world. You can use the Running Shoes nearby to return to the puzzle room quickly.



Stamp the honeycomb switch—what might it do?

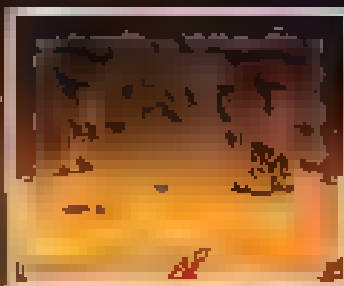


You must be airborne to claim the honeycomb from its prickly host.

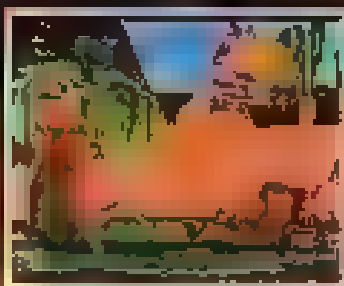


Hop the flying carpet from this area to ride over and meet Cobi.

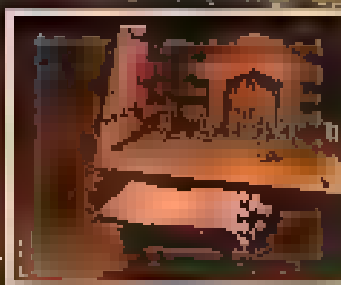




Beak Bust Gobi's rock to free him from the island.



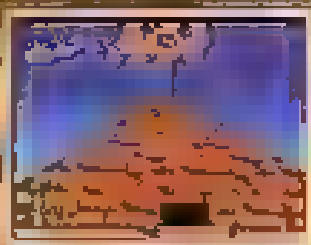
Beak Bust Gobi in the back, and he'll give up some water for Thunker.



You can also ride a rug over to a small alcove near a sealed door and collect a bunch of notes.



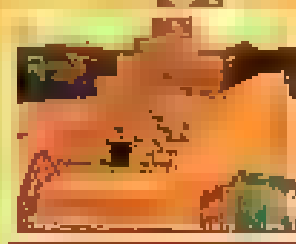
Use the Beak Bomb attack you learned in Freezezy Peak to trigger the bull's eye timer switch.



To reach the door that opens below the target switch quickly, Beak Bust the pyramid below rather than fly inside.



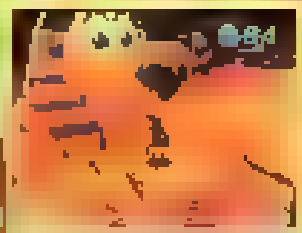
You'll need Hissup the snake's help to reach the Jiggly here. Bounce a few eggs into the basket.



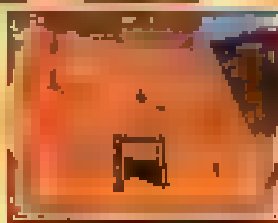
When you've fed eggs to all the small dog sphinxes below, a pyramid grows from the flat rooftop.



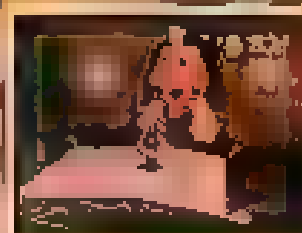
The Wading Boobies allow you to collect prizes from the otherwise scolding sand.



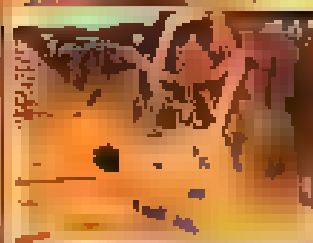
Jirou's nostrils with a few eggs, and who knows what might happen.



The doorway between Jirou's paws opens after his head has been cleared.



Firing eggs into the smaller statues causes the magic carpets to rise.



Fly through the head dresses of the Ancient Ones as they rise around Gobi's Valley.



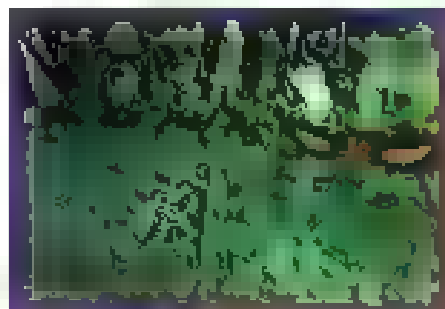
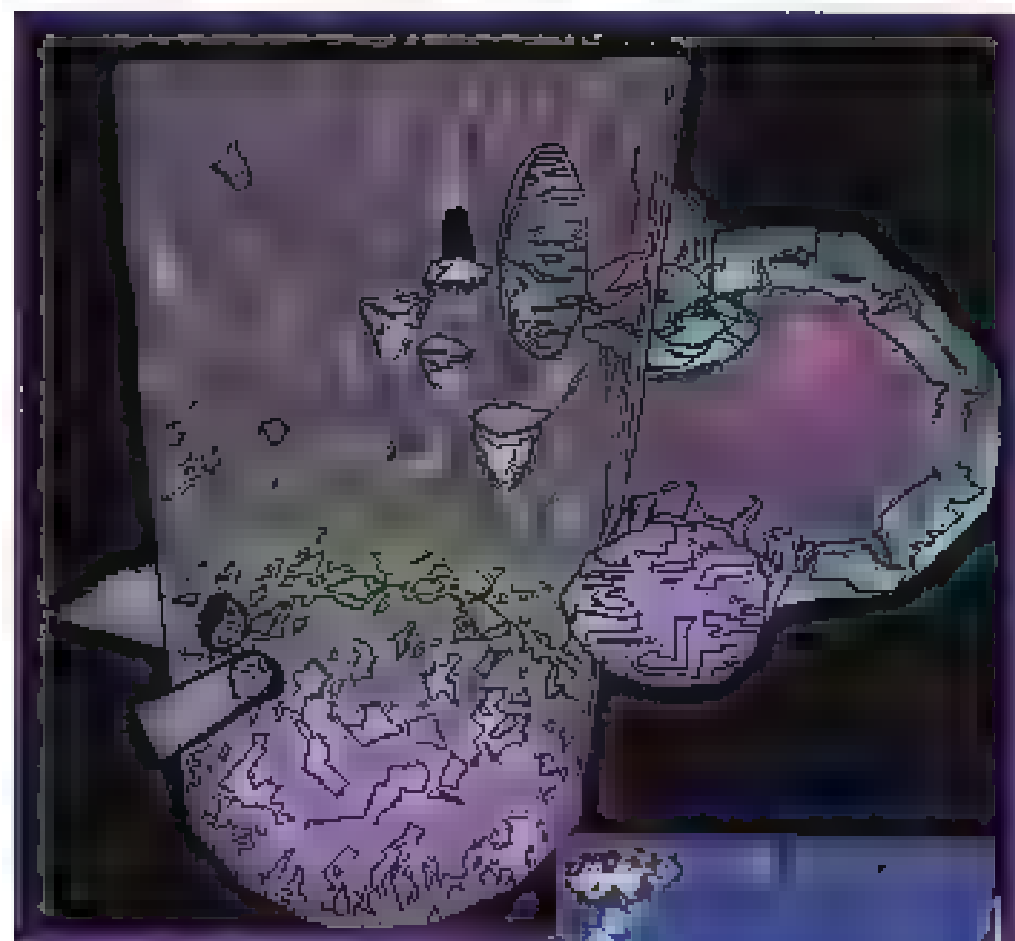
When you pass through the last of the Ancient Ones, a Jiggly appears on Jirou's back.



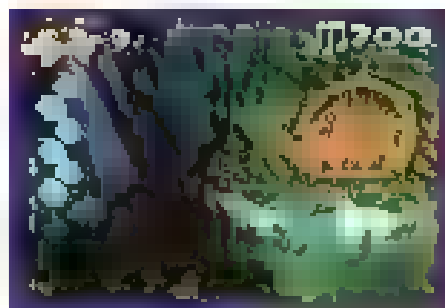


## GRUNTILDA'S LAIR

Entering this rocky cavern means the game is building to its grand finale. If you've been thorough in terms of collecting Jiggies and Musical Notes, you're on the downhill run.



The 450 Note Door in the webby chamber leads to some rocky, water-filled caverns.



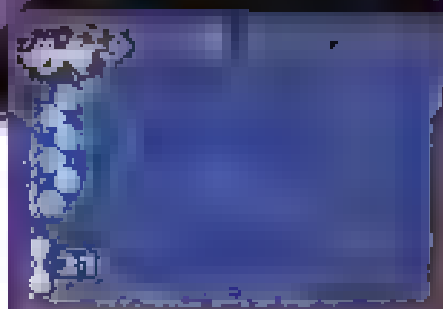
The portal you find in the first rocky chamber through the 450 Note Door leads to Click Clock Wood.



Smash the grating to access a new tunnel.

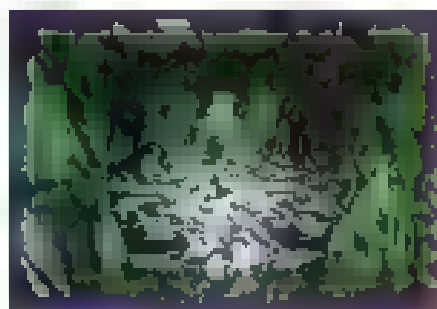


The third water level switch is not acceptable until you've Beak Busted the first two water level switches, one near Mad Monster Mansion, another in the chamber near the entrance to Rusty Bucket Bay.



When you can activate the third water level switch, do so and swim down quickly through the eyes.

The Switch Switch in Rusty Bucket Bay reveals a Jiggy in the rocky cave.





### GRUNTILDA'S LAIR

This area of the lair is in the vicinity of both Mad Monster Mansion and Rusty Bucket Bay, and there's quite a bit going on hereabouts.

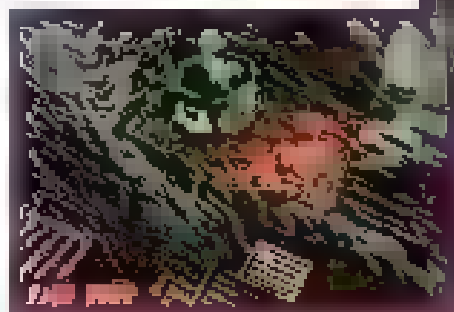
You must hit the water level switch near the entrance to Mad Monster Mansion before you can visit Cheato a final time, but it's worth the wait.



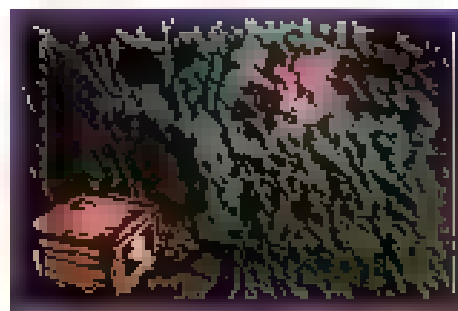
Swim through the low hole in the wall to head toward the picture puzzles for both Mad Monster Mansion and Rusty Bucket Bay.



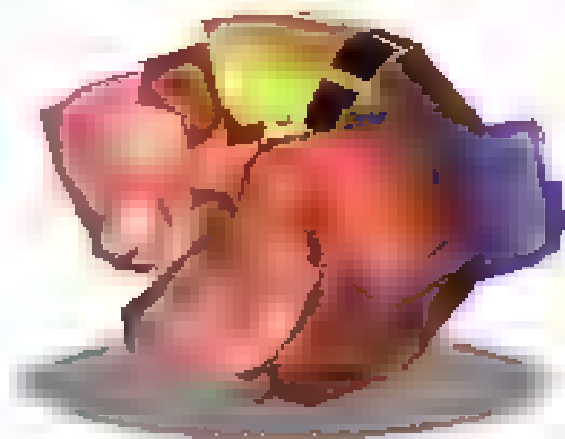
The first water level switch in the area outside Mad Monster Mansion raises the water level near the entrance to Rusty Bucket Bay.



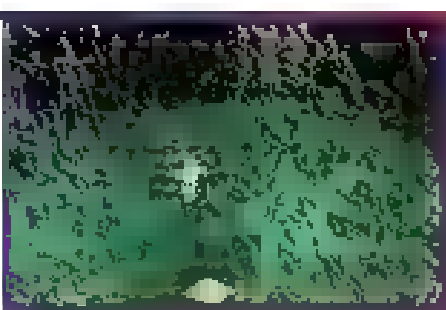
There's another short cut cauldron near the Rusty Bucket Bay entrance.



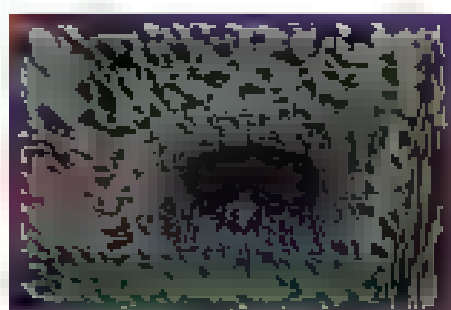
Where could that second water level switch be?



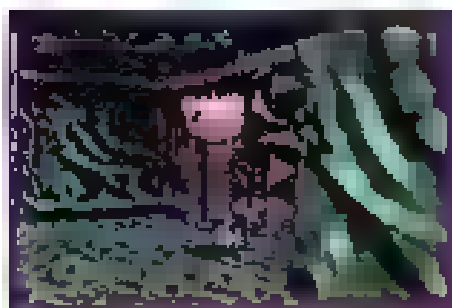
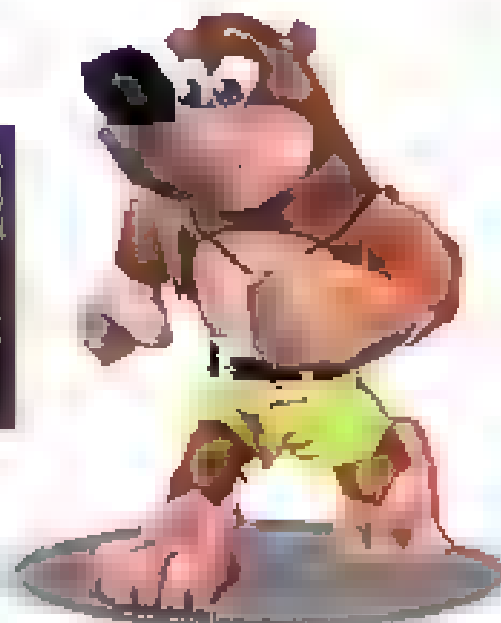




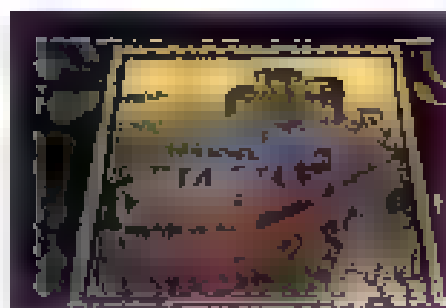
The rising water makes for a happy bear and bird.



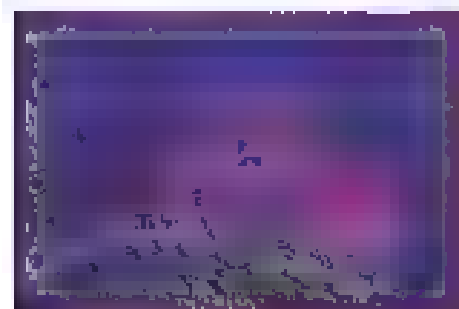
After you raise the water level with the first and second water level switches, you gain access to the tunnel to the Rusty Bucket Bay picture puzzle.



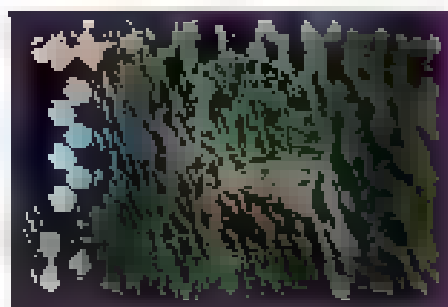
Smash the portal in the hallway to enter the small antechamber beyond.



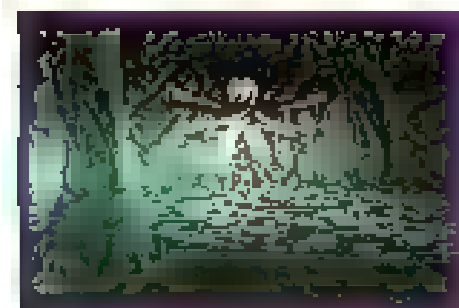
Unload some jiggles for Rusty Bucket Bay.



The door to Rusty Bucket Bay opens in the adjacent chamber.



The third water level switch activates a relatively short timer while it raises the water level in the chamber near the entrance to Rusty Bucket Bay. Swim down through the portals below the eyes, and then up to the ledge before the water drops.

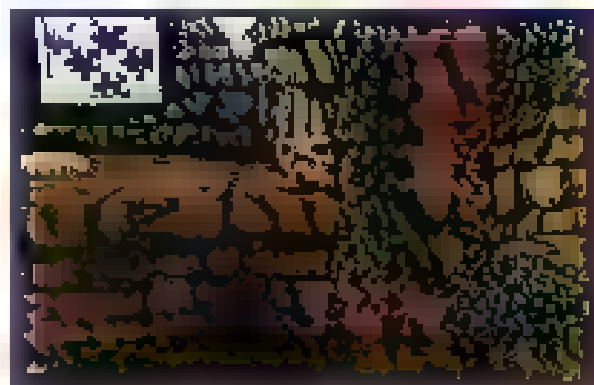


Greet Cheato one last time. Before you head for Rusty Bucket Bay, it's a good idea to stop back by Treasure Trove Cove and enter the codes in the puzzle room there.

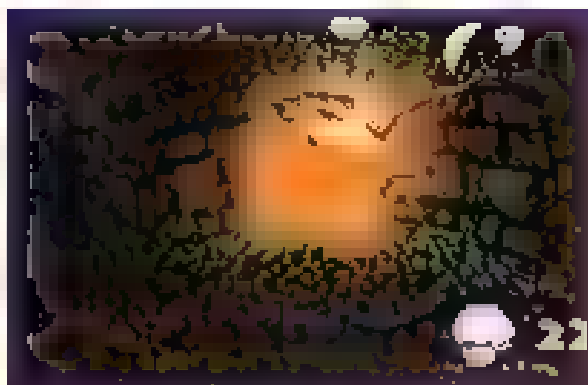


### GRUNTILDA'S LAIR

This room is a terminal part of the Lair—a dead end with only the picture puzzle for Mad Monster Mansion to visit. The map also shows the antechamber with the picture puzzle for Rusty Bucket Bay, although that's easily accessible from the adjacent chamber.



Flutter from ledge to ledge to reach the picture puzzle for Mad Monster Mansion.



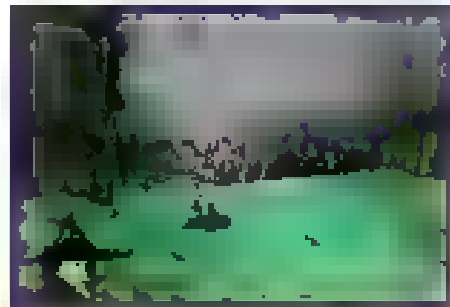
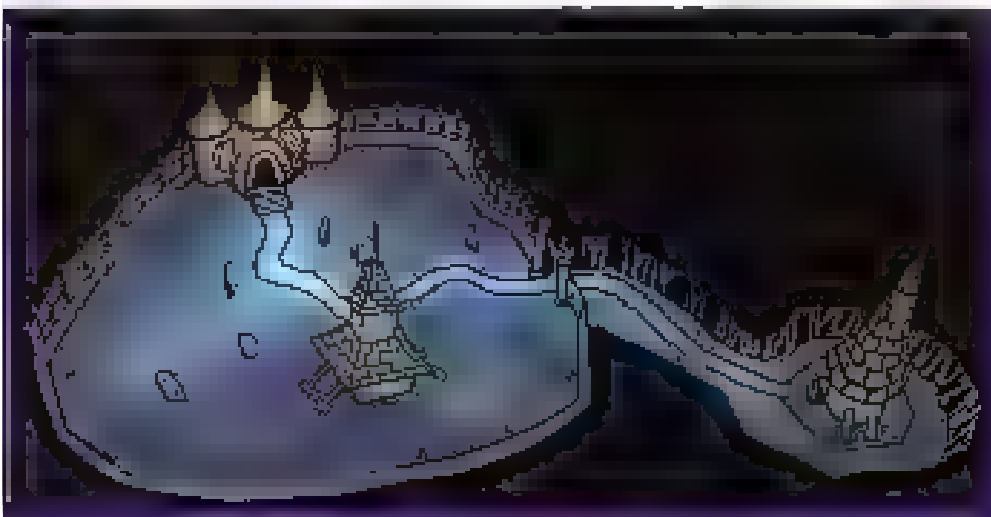
The nearby Whipcrack guards a Mumbo token.



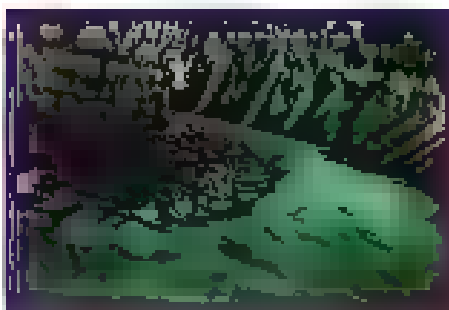


## GRUNTILDA'S LAIR

The entrance area to Mad Monster Mansion has some interesting highlights, including the smaller house with the hole in the front door. Make sure you break the gate down toward the little house to the right of the screen, so when you emerge from the mansion as a small pumpkin you can make it to the hole.



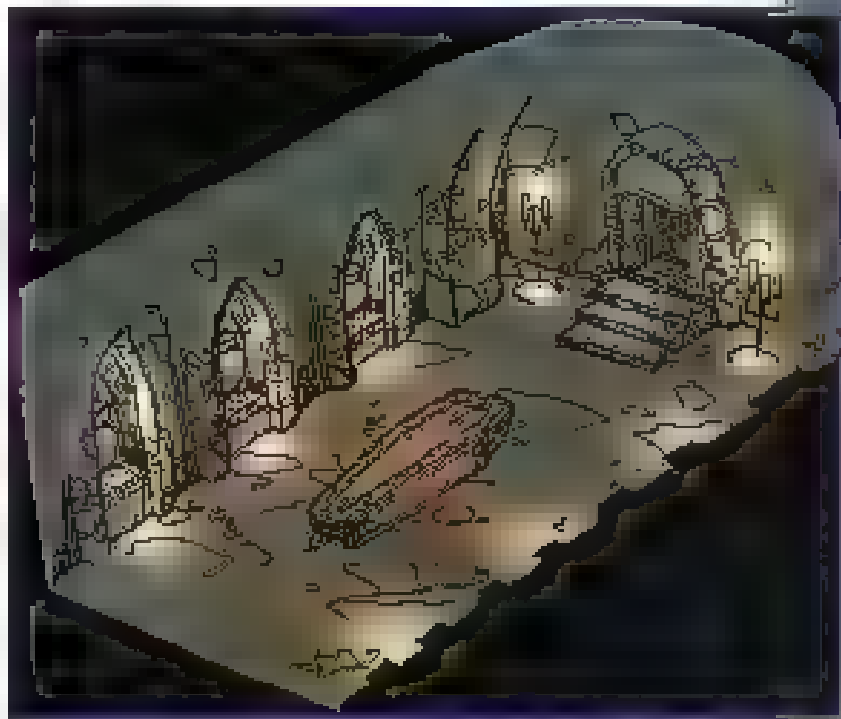
Knock down the gate in the outer area before you enter Mad Monster Mansion. You'll need to use that outlet when you come out of the mansion as a small pumpkin.



You can circle around the spooky dwelling and grab an extra life.



After you emerge from Mad Monster Mansion in pumpkin form, you can squeeze through the small hole in the door.



After you go through the small hole, have Mumbo change you back to bear and bird, and Break Bust the first water level switch (hidden in the coffin). You'll have to change back to a pumpkin again to tilt.



## MAD MONSTER MANSION

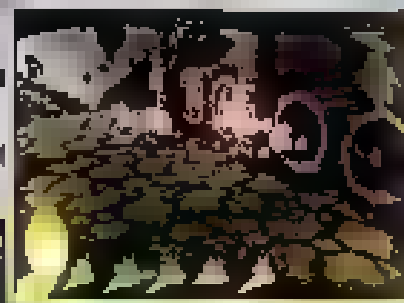
The Mad Monster Mansion is a strange claustrophobic little world you explore mostly by climbing onto rooftops and smashing through windows. You have plenty of outside area to contend with, but even these areas are a bit confining.

Its lack of toxic terrain renders this world somewhat less demanding than others. But the few places you must reach in pumpkin form are diabolical: you must actually leave as a pumpkin to find the first water level switch! Don't forget to break down the outside gate before you enter the mansion proper.

When you watch Metazord's composition, he picks up a Slippy.



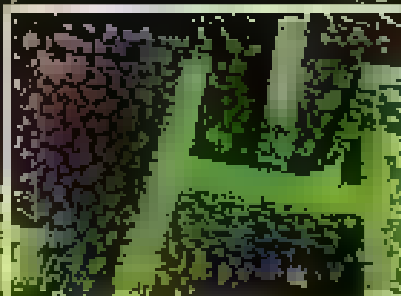
One of the cellar barrels also holds a wingward Slippy.



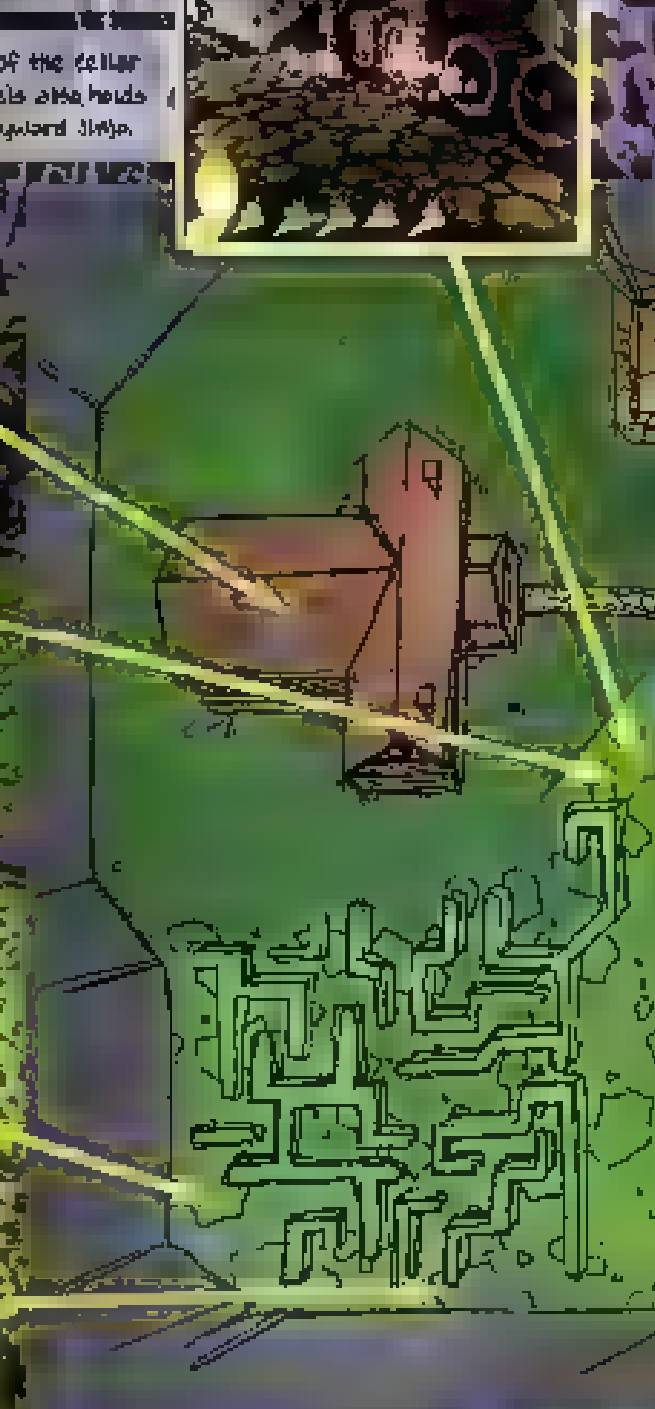
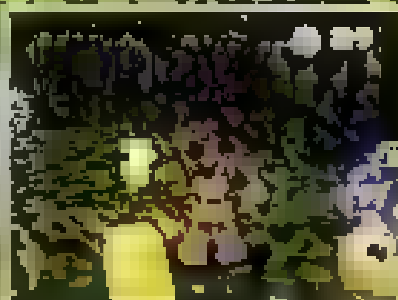
Down in the cellar, a Slippy waits inside one of the many barrels.



Rescue the Slippy from the maze.



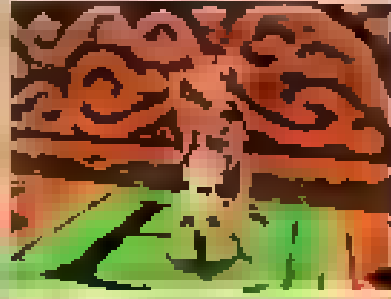
When you plant an egg in the last empty pot, Slippy appears.





# PRIMA'S OFFICIAL STRATEGY GUIDE

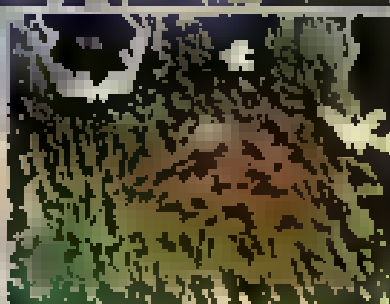
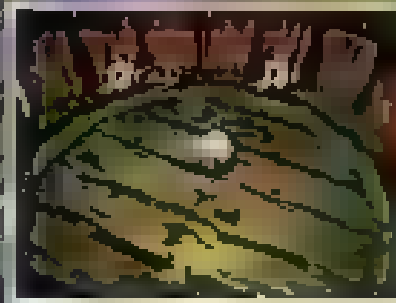
It's Jiggy time, courtesy of  
Tumblr



It's Jiggy time at the bottom of  
the well!

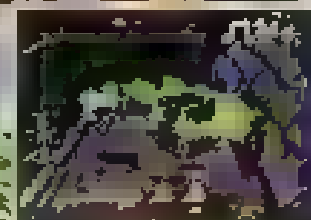


Take the Jiggy  
and the notes  
from the ram  
barrel.

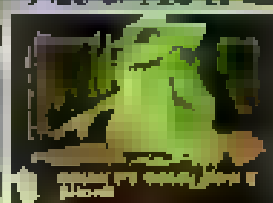
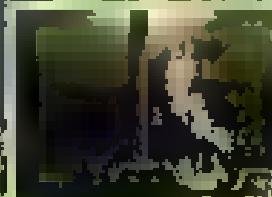


Claim the Jiggy from the sewers,  
careful of the pipe openings.

Another Jiggy  
perches high atop  
a chimney.



Atop the clock  
tower, shock  
jump to new  
heights.

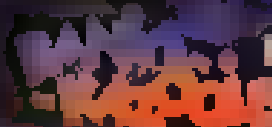


Simply creep over and  
remove the Jiggy from the  
sleeping master

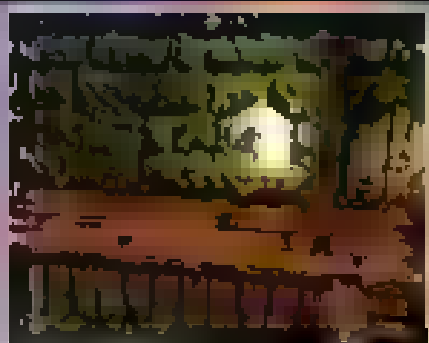


A little lost Jinjo elicits atop  
the canopy bed (through the  
large upstairs window).





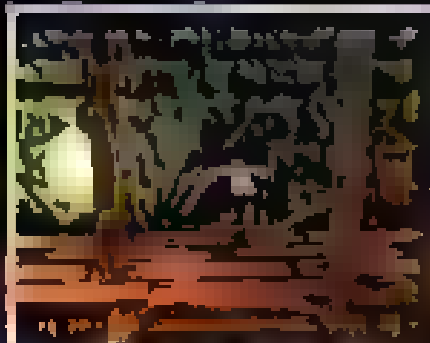
## PRIMA'S OFFICIAL STRATEGY GUIDE



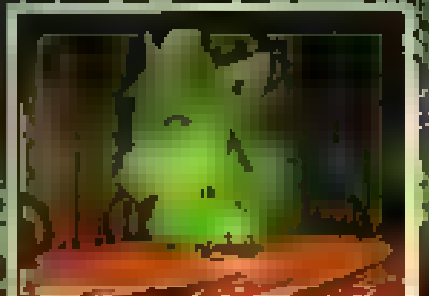
You'll explore Mad Monster Mansion mainly through the lit windows.



Watch out for the lurking Jumbo Suckers, as well as the monsters hiding behind certain pictures.



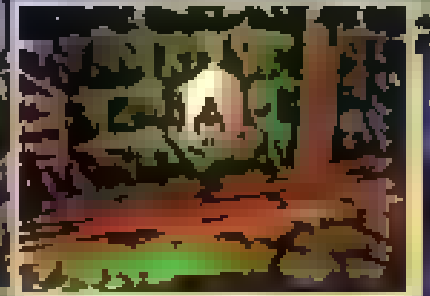
Smash the front door of the mansion inside to the wary Wapper the ghost.



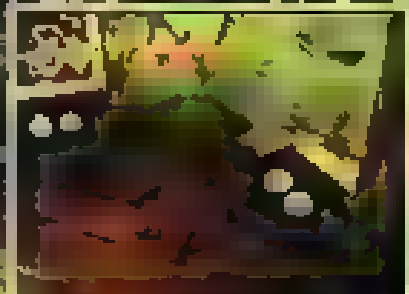
Wapper will hear you creeping across the floor when you come in the front door.



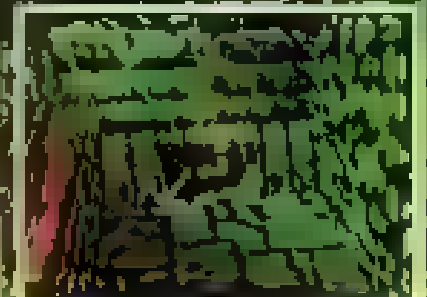
As long as Wapper's awake you can't get at that Slappy.



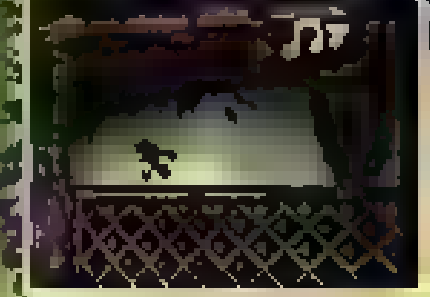
Another lit window alerts in the back of the mansion.



Rat a Tat Rap your way past every portrait, and you'll deal quickly with any waiting Champas.



Out back of the mansion, smash open the cellar.



Don't overlook for underlock. The notes on the upper cellar shelf.

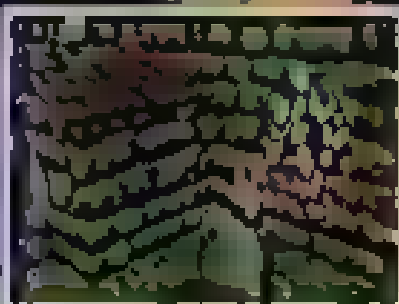


Explore the mansion grounds, and knock down any gates. Later on, when you're a pumpkin, things will be much easier if the pathways are unobstructed.





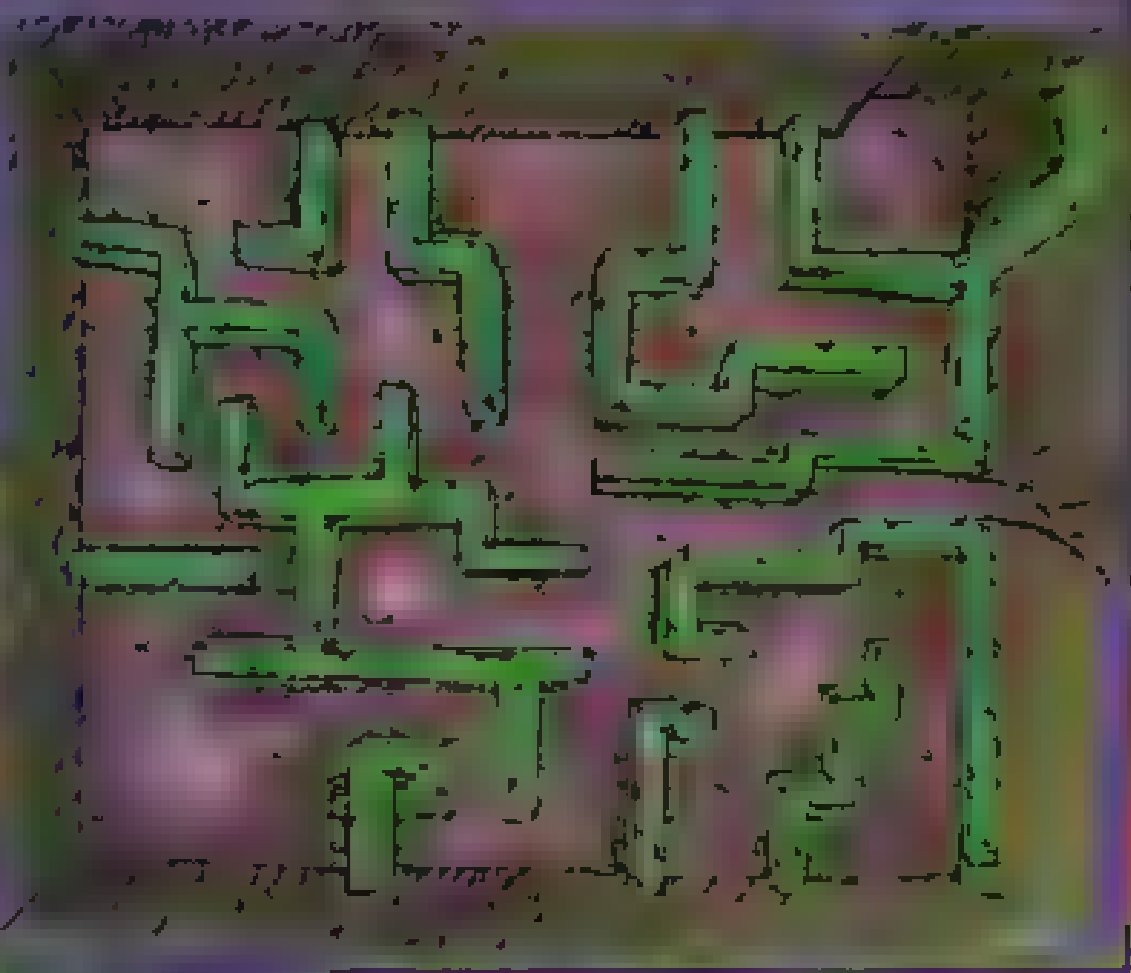
# PRIMA'S OFFICIAL STRATEGY GUIDE



Hop up on the roof



Macario can Take Trot on the narrow ledge of the clock tower and enter a hole in the clock face

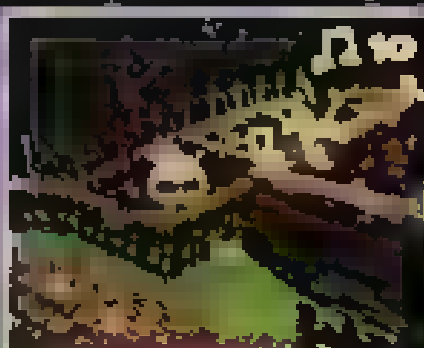


A Super Jump can't jump the clock tower

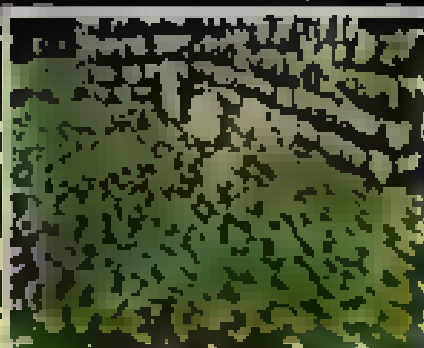
MAD MONSTER MANTICIA







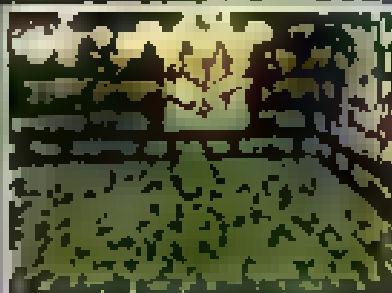
On the rooftop, step carefully to the corners to collect all the notes. A misstep means backtracking.



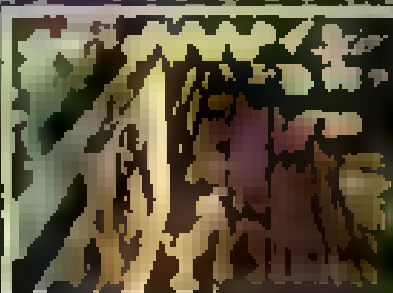
In the yard, deposit eggs into all the empty flower pots you can find.



Beak Bang the Rippers into rubble—uncouth creatures.



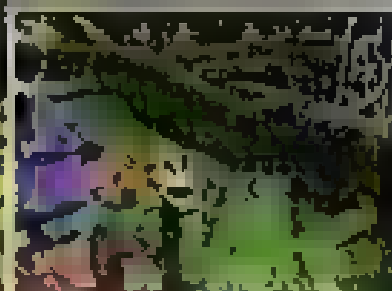
One of these things is not like the others. Jump through the window, already!



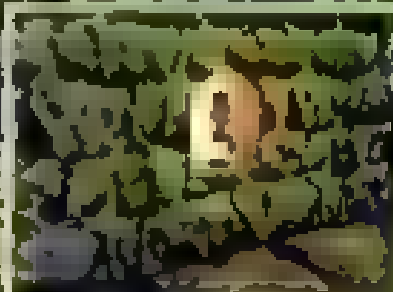
Grab the goodies, but watch out for the Portrait Chomper!



Climb the drainpipe to reach another area of rooftop.



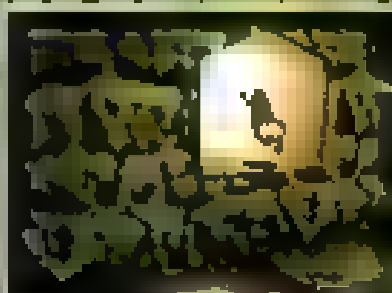
Heaven. If you were only a little smaller, you might be able to fit down that drainpipe.



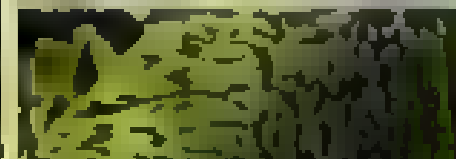
Another well-lit window, just in time to dodge a lobby bat.



Down. If only you were a little smaller. Now...

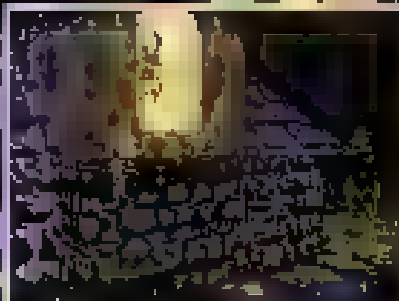


You must check every window. The operation actually comprises several grand, alone compartments.





# PRIMA'S OFFICIAL STRATEGY GUIDE



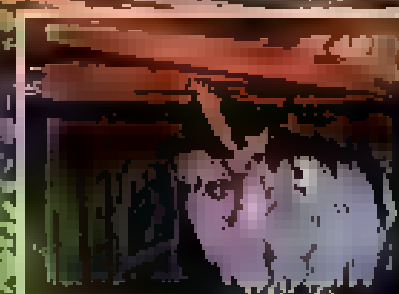
Shock Jump up to the large window from the roof.



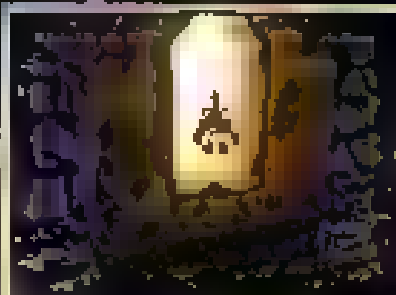
Careful near those high edges.



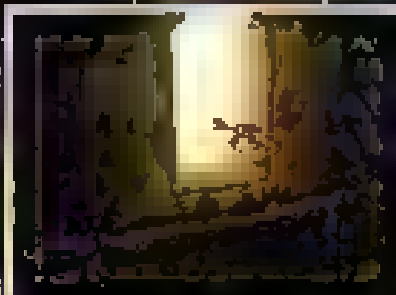
Shock Jump up to the tall chimney's opening and drop inside.



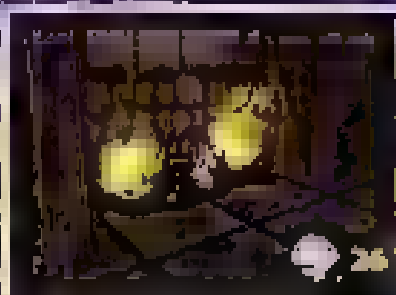
Use the nearby Flight Pad to grab the Extra Life from the chandelier.



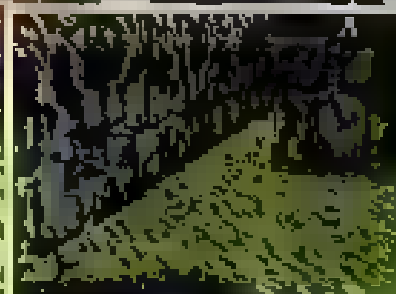
Rat-a-Tat Rap your way inside.



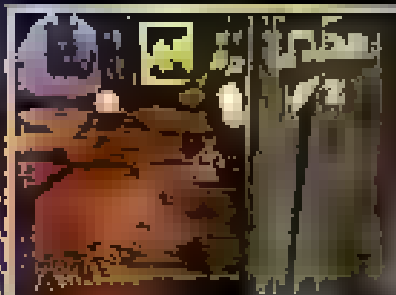
Break open the window on the opposite side of the upstairs as you did the first time.



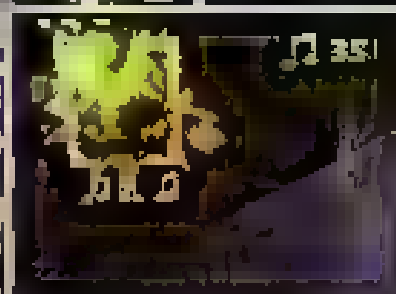
Down in the fireplace, collect the Mumbo token, but don't step on the squeaky floor: you've found the alternate entrance to Bopper's chamber.



Don't miss the small cluster of notes in the tall grove of the spiral.



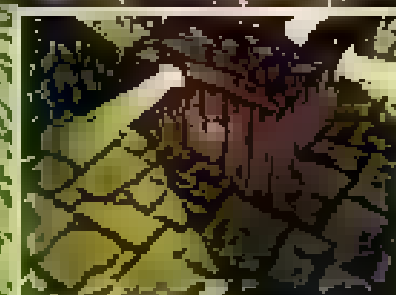
Check the corners of each room carefully, or risk leaving behind precious notes.



Rat-a-Tat Rap and the notes are yours.



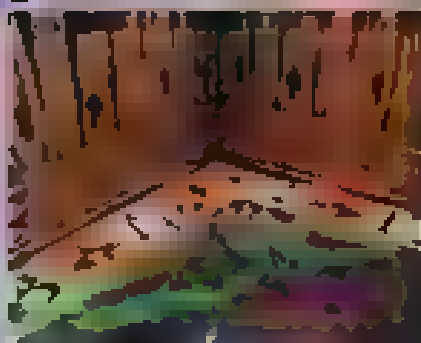
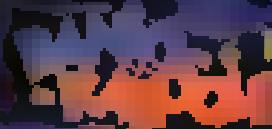
Use the chair to reach the table as Wapper lined up to his name. If you hit the floor, you'll have to go all the way back out and down the chimney, so Flap Flip carefully to the tabletop.



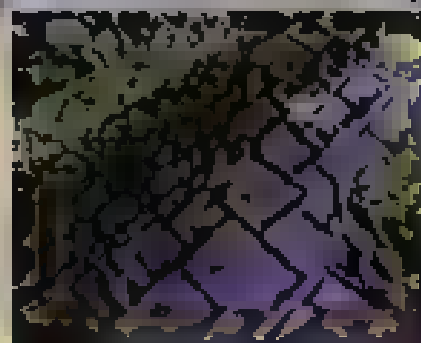
Check the shed out back of the mansion.



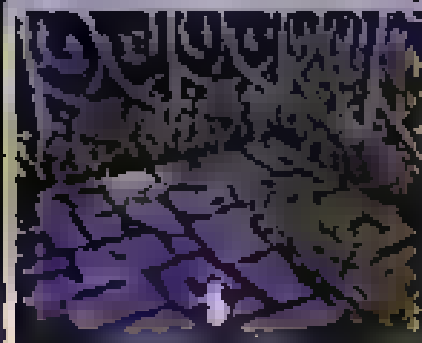




Guide Familiar To: spell out "Baris Lazarek" inside the shed and he'll gladly reward you.



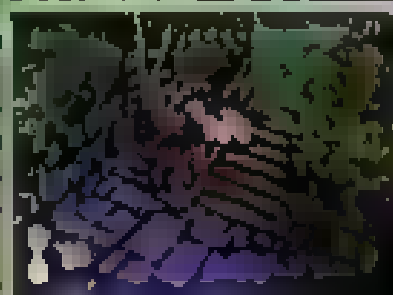
One locked gate leads to a Shock Pad



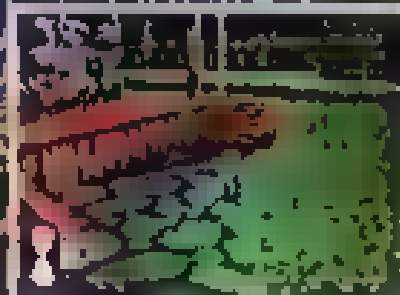
Let's use, a switch to stop, some Running Shoes



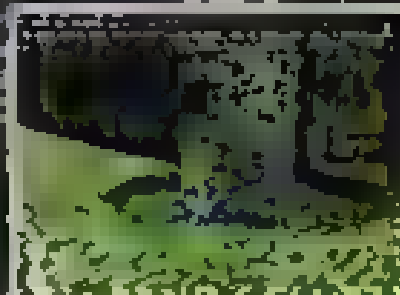
The door that opens when you stop; the switch near the shoes doesn't stay open long.



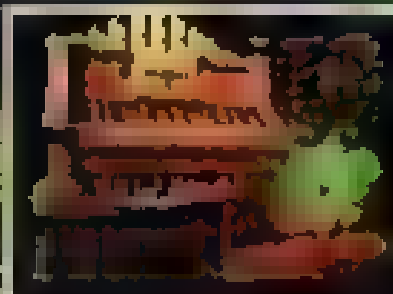
Grab the Running Shoes and hang a bit down the narrow passageway



Head right up the stairs, and around the house to the left as the clock runs



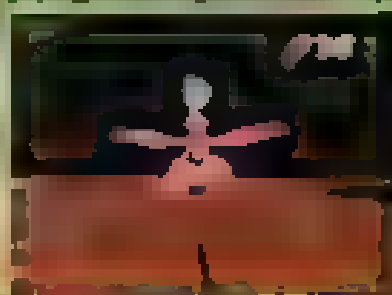
It's gonna be close



The photo known as Ten has spread the area near the organ.

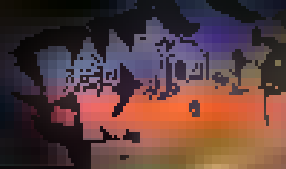


Wait for Matzard to strike a key. Then carefully Beat Beat the note he hits

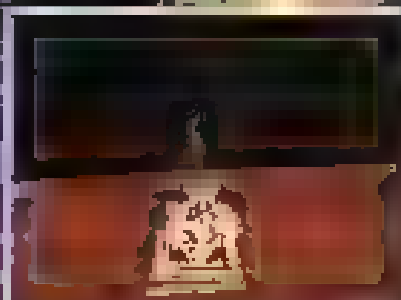


The Flight Pad near the organ sends you soaring into the rafters to collect more goodies.





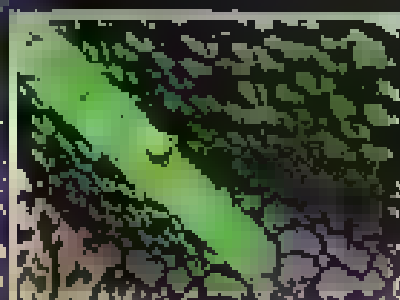
# PRIMA'S OFFICIAL STRATEGY GUIDE



There's even a witch switch to Beat Bust in the rafters above the organ.



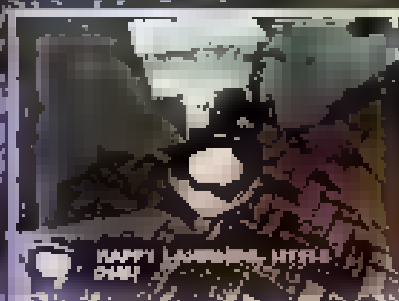
Go and see Mumbo, pumpkinhead, to reach areas you couldn't before.



Use the maze ramp to reach the top of the wall in pumpkin form.

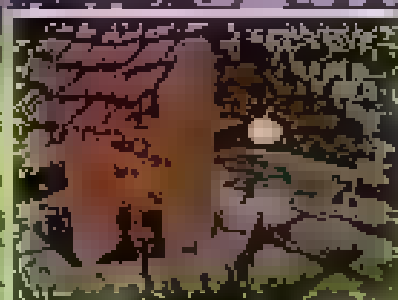


Your pumpkin self can slip under the floorboards where a bear and bird could not.



That can't be good for the plumbing; or our duo's personal hygiene.

Pop that pumpkin down the gutter.



Time for pumpkinhead to have some deep thoughts about the wall.

MAD MONSTER MARCH



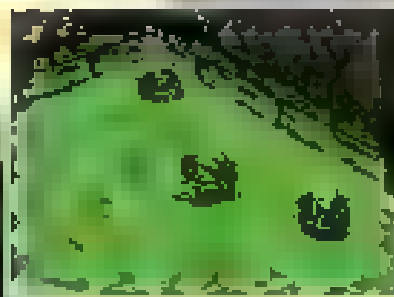
## RUSTY BUCKET BAY

In terms of puzzle-solving and difficulty of exploration, Rusty Bucket Bay is probably the hardest world in the game. Sure, Clockwork Wood is bigger, but it's not nearly as deadly, nor its puzzles as complex.

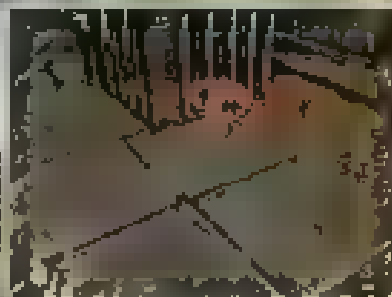
Right off, you'll want to go and explore the area inside the ship that can be deadly, and you might as well map her it early. If you get knocked off the walkways inside the ship, you're history, so line up those jumps and wait to time a piece's movement before you tackle the problem. A little patience can go a long way. On the flip side, you must be familiar enough with the ship's layout to move quickly from its innards to the propellers in back to get that second Jigg.

A final note: Try to stay out of the water unless you know a way to get out. The silly slick sucks your air supply even if you're not submerged.

Hop the floats to reach the Jingo in the toxic pool.



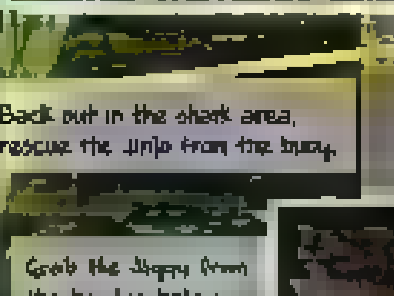
Slide to the deck with one eye on the clock—to claim the prize.



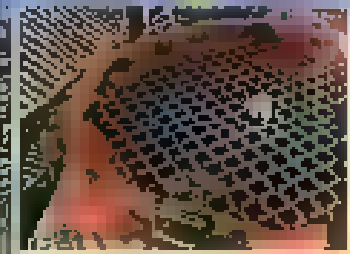
Your anchor raising adventure nets you another Jigg.



'Back out in the shark area, rescue the Jingo from the buoy.



Grab the Jiggys from the bag top below.



When done, you'll pick up the Jiggys from the bag.



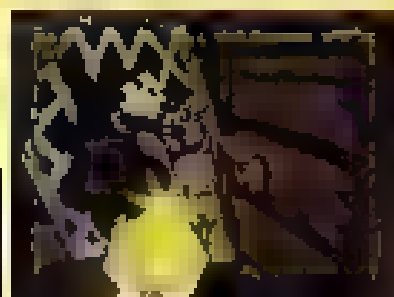
# PIRATES OFFICIAL STRATEGY GUIDE



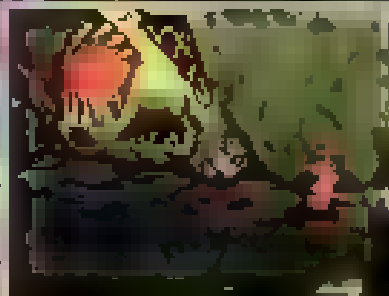
A Jirjo hides in the darkness of the dock compartment you enter from above.



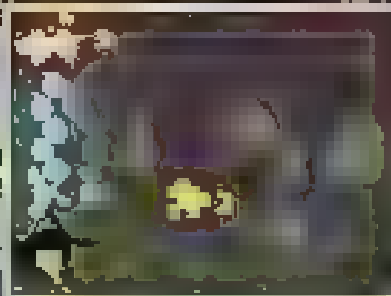
A Jiggy appears when you enter the code properly.



Deal with the guardian Chompa in the captain's quarters, and a Jiggy is yours.



You'll find one last Jirjo at the end of the narrow dock walkway.



You must get to the Jiggy before time runs out and then get quickly from the oily sea.



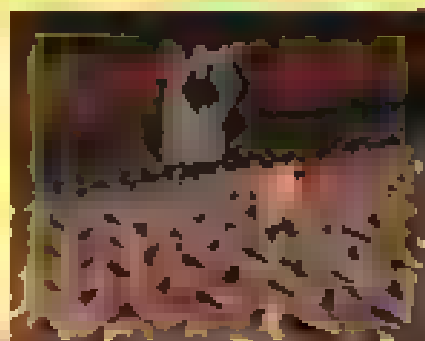
When the Boss Boy goes boom, it's Jiggy time.



An underwater grating reveals an oily Jirjo below.



# BANJO PRIMA'S OFFICIAL STRATEGY GUIDE



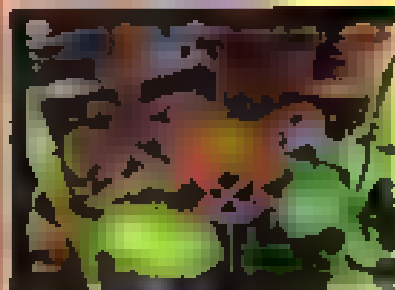
Watch out for the Grunts on deck.



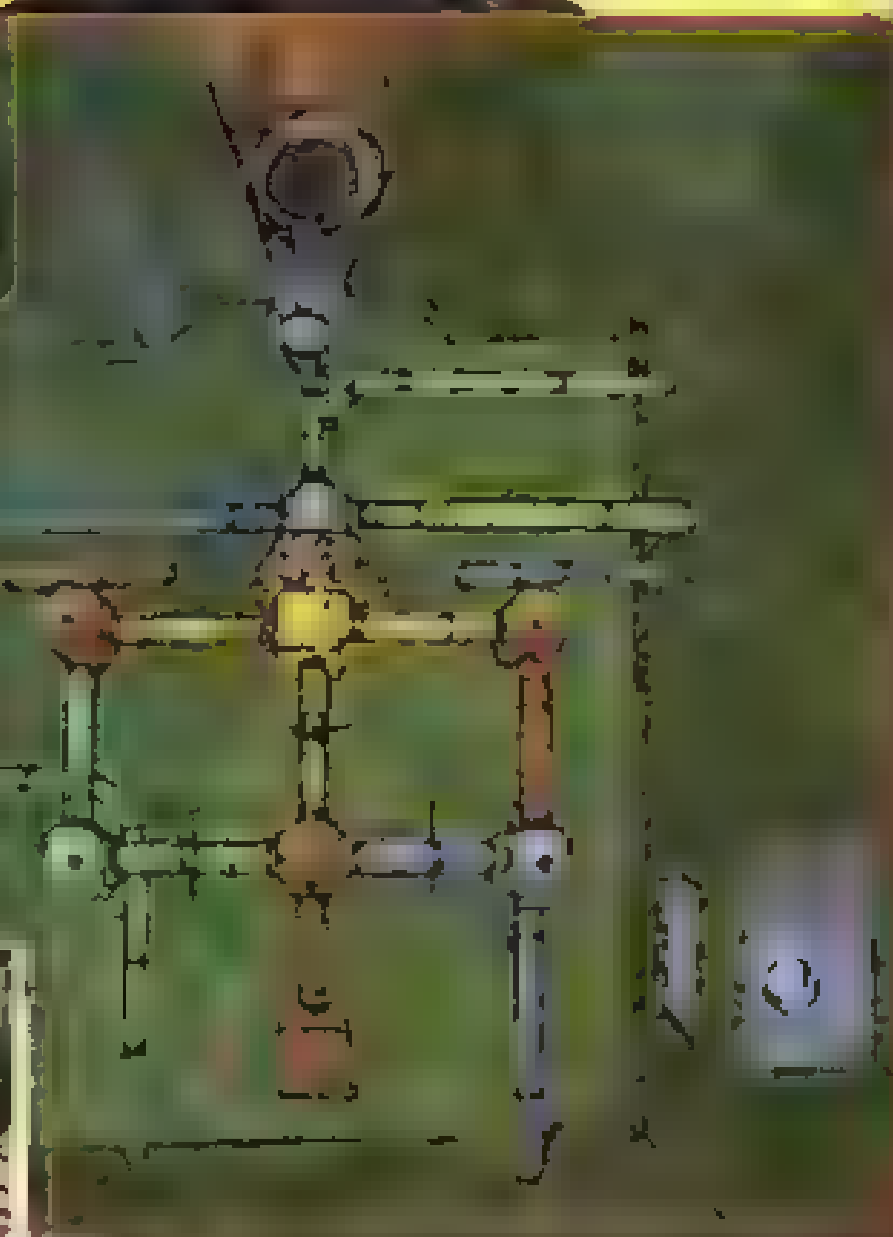
Unlocked portals are made for exploring. Start with the one on the rear of the ship.



A couple of the deck portals powers down the ship's other mechanisms.



The blades spin independently, so you have a chance of survival!



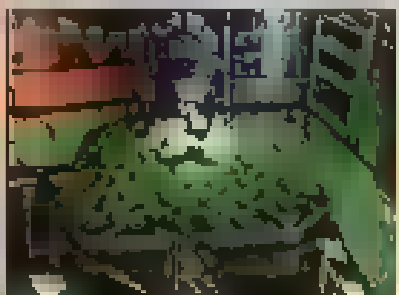
Back through the portal in one of the large empty decks and venture inside.



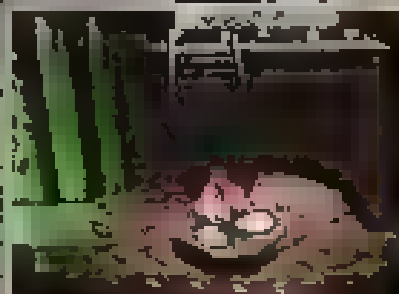
## OFFICIAL STRATEGY GUIDE



Take care of the Chompos and grab the homunculus from the short hallway above the main door to the machinery.



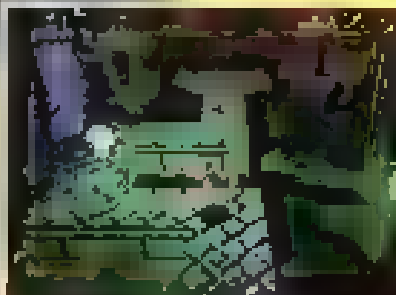
Beak Bust the first propeller switch.



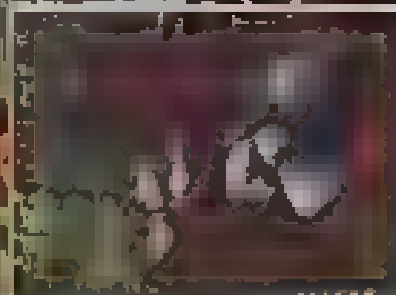
The second propeller switch is gray, not green.



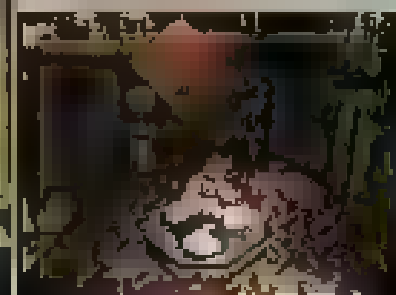
You can glide toward the opening where you entered the machinery room to save a little time.



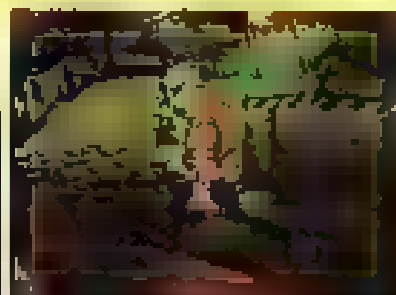
Wait for the walkways to lock in place, and then hustle across. Try to jump for a stable platform when you get close enough. Just to get off the movable portions.



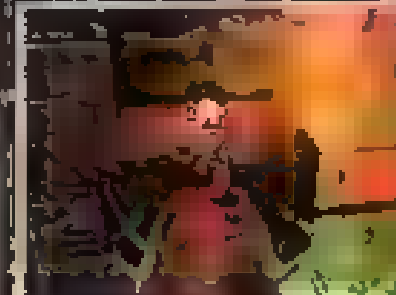
The first propeller switch reveals a Jiggy in the murky water below.



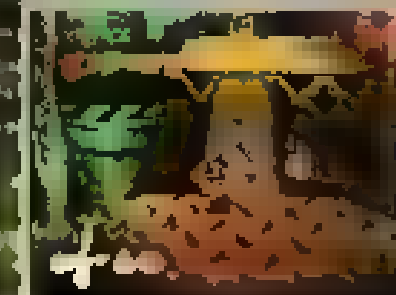
Wait until the nearby walkway is halfway through its turn; then stomp the gray propeller switch. That way you can be sure it will lock long enough after the cinematic steps.



Rip flap quickly up the rotating gears, ready for trouble up top.



A Jiggy waits on one of the stable platforms below deck.

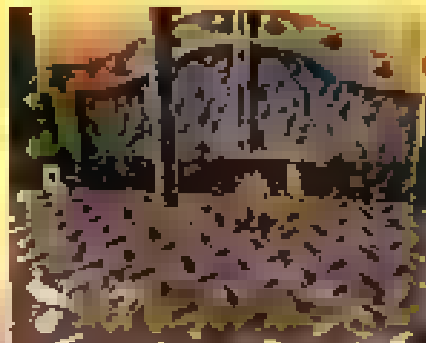


Hustle toward the propellers—the rear of the boat, near the pipe you first explored.

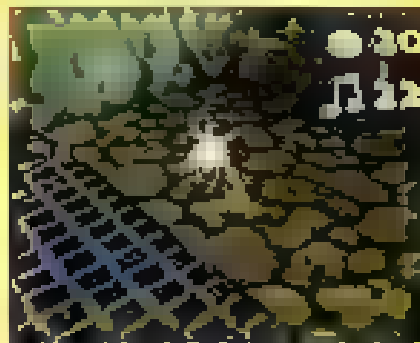


Climb the tall ladder back to the deck at the lower end.





Use the Tailor Trot to make it quickly to the back of the ship, and leap into the oily water below.



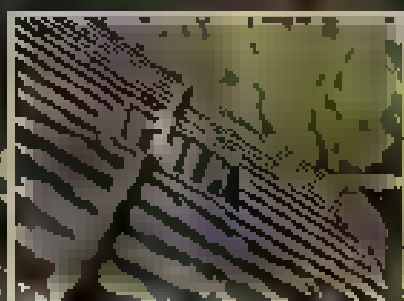
The Boom Boxes will destruct eventually if you keep your distance, or you can soften them up with a few eggs.



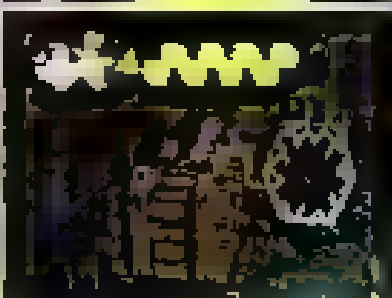
There are several Toll portals on the dock around the Rusty Bucket. Pay the toll to produce a walkway nearby.



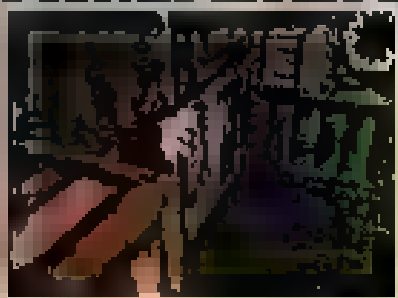
At the Toll 2 portal you must shoot in two eggs and then four more to get the walkway in the right position. It's the only one with that secret requirement.



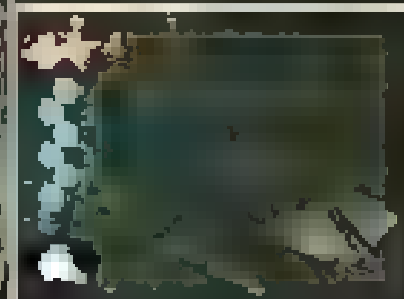
Beak Beak open the small window atop the small dock structure and drop inside.



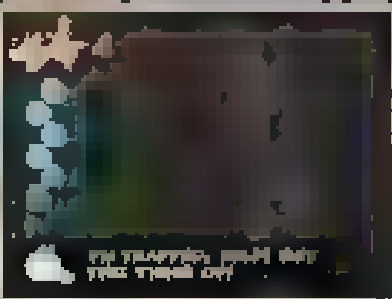
Remember to check every corner, high and low, for small clusters of notes.



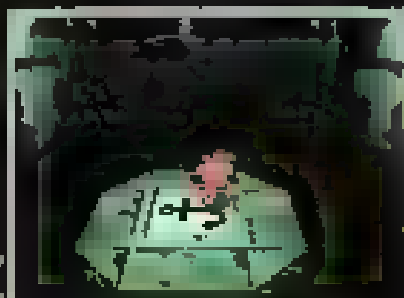
After you have the notes from the nearby box top, glide over to the chamber wall and drop into the water to locate an easily overlooked passageway.



A dolphin is trapped beneath the Rusty Bucket's anchor.



Soak up the anchor chain to an inner chamber.



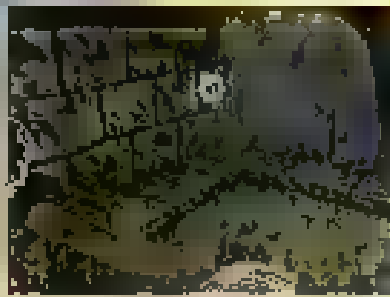
Stamp the anchor switch to retract the anchor.



# WARIO OFFICIAL STRATEGY GUIDE



When you first enter the fenced area where the shark resides, bank to the right and pass through another opening to escape.



You can see the honeycomb high up in the chamber.



Use this Flight Pad to catch the prize.



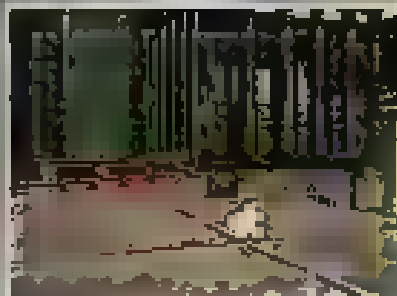
Pay the toll to lift the walkway.



Use the Shock Pad to get up to the walkway on the crane.



Press the "up" switch on the crane controls.



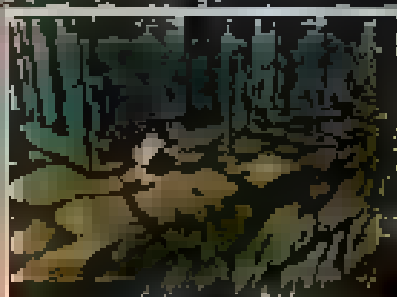
The crane raises a cage concealing a doggy.



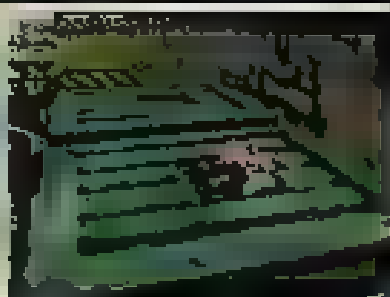
Quickly climb the ladder near the crane controls.



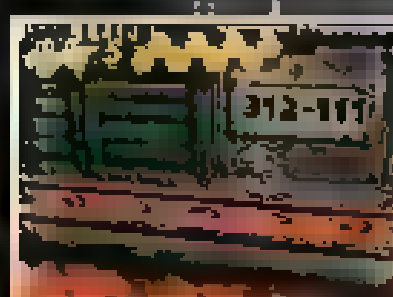
Talon Toot to the end of the crane's arm.



Explore the open storage compartments on the dock.



Don't miss the one entrance to the room you must enter from the top.



Hehman - what might the numbers signify?



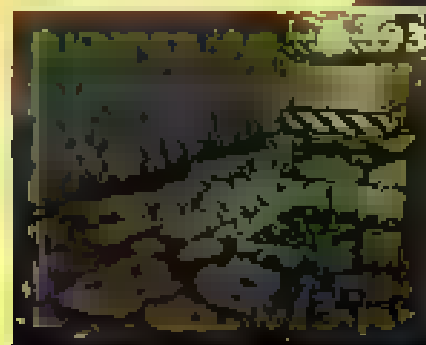




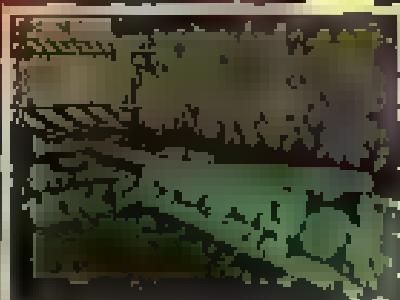
Break Bust the numbered sequence into the pressing plates near the handle.



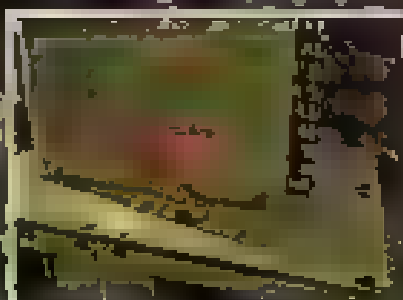
Climb the rope atop the TNT box to reach the second crane.



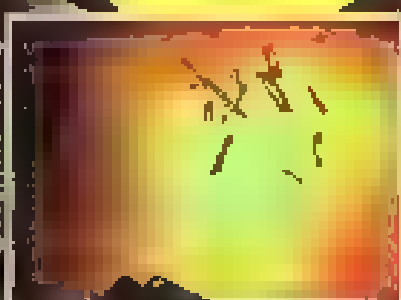
Pay the egg toll to the left of the crane.



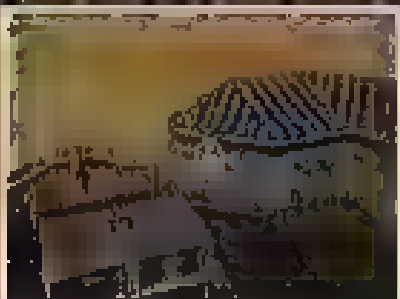
While you're at it, drop a few eggs around to the right.



Hit the down arrow on the second crane.



The second crane drops the large TNT box onto the deck and blasts an opening.



Have Kazooie leap from the second crane arm toward the Witch switch far below.



Perform the Rat a Tat Rap as you fall toward the platform. The extra lean of the move allows Banjo and buddy to reach the Witch switch.



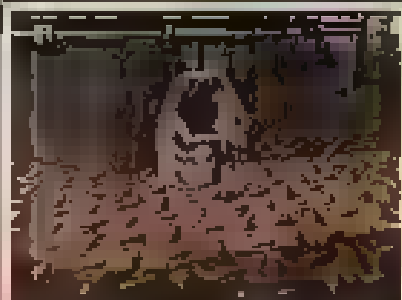
In the hold below, Boss Boom Box begs for an eggie.

It takes a lot of eggs, but loan making the bibles into submission as they break down is entirely painless. Of course, as they get smaller you can consider some alternative attacks.





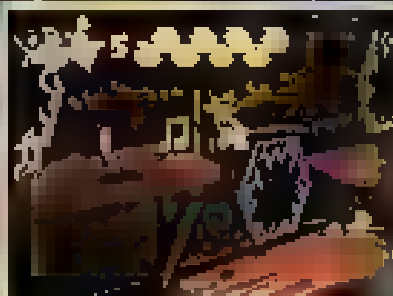
## OFFICIAL STRATEGY GUIDE



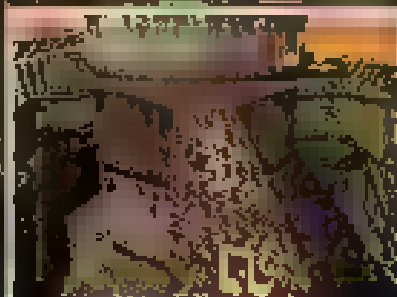
There's a pipe you haven't plundered.



Some of the ship's windows are slightly more reflective than others (they have three little light marks instead of one). You can break into those portals.



Scout the ship for notes.

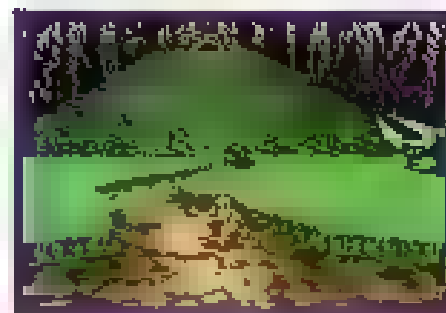
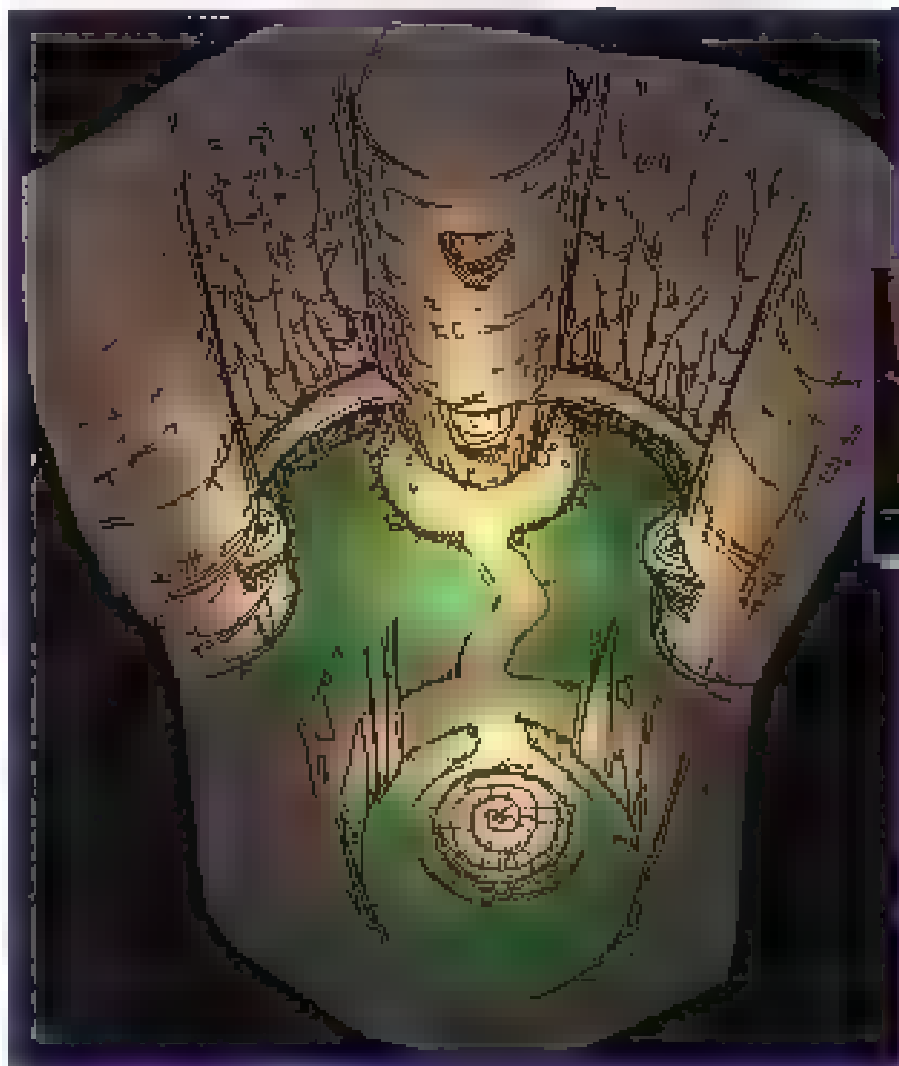


Of course, there are notes on the high walkways near the smokestacks.



## GRUNTILDA'S LAIR

The entrance to Click Clock Wood is a relatively busy little junction, with a Note Door nearby that also leads to the game's final areas. Unless you've been wandering quite a bit, you probably haven't used the Warp Cauldrons too much, but the one here provides a shortcut that's truly beneficial.



Up the hill past Bigbutt Bull lies the entrance to Click Clock Wood, Gruntilda's final world.

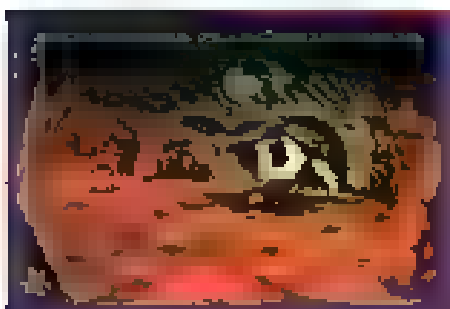


Climb up the leaves to reach inside the tree trunks. Beyond the 745 Note Door is the Quiz Show portion of Gruntilda's Lair. Until you've tackled Click Clock, it's not likely you have all the knowledge you'll need to win.

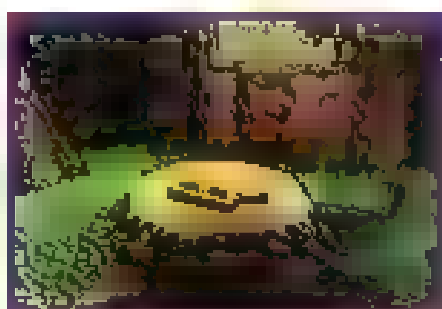


Continue past the 745 Note Door and stomp the switch with the Jiggy image on it.

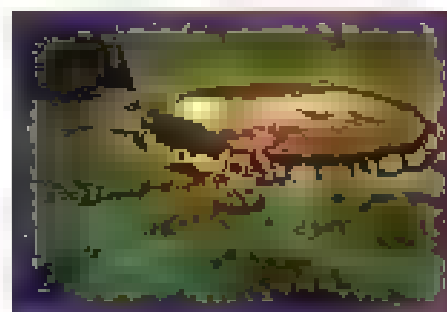




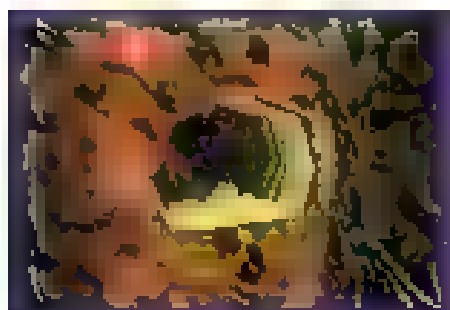
Look in the tall grass below where you stamp the switch with the Jiggy on it to find a short tunnel and a Werp Cauldron. The cauldron transports you to near the distant Click Clock picture puzzle.



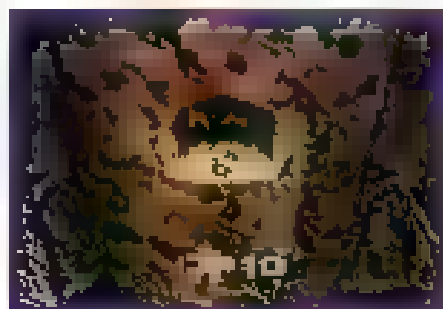
Back near the lair entrance, the picture puzzle pad appears atop what was a barren stump.



After you solve Click Clock Wood and gather all the Jiggies a bear and bird might hope for, stop on the Tooty dais to enter the Quiz Show.



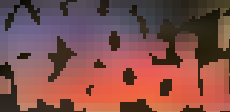
The Click Clock witch switch reveals a Jiggy high on the tree in the outer area.



You'll have to be a bee to claim the last Jiggy in Gruntilda's Lair







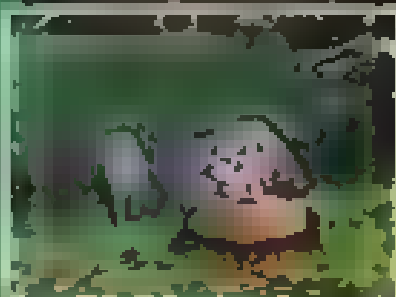
PRIMA'S OFFICE

## CLICK CLOCK WOOD

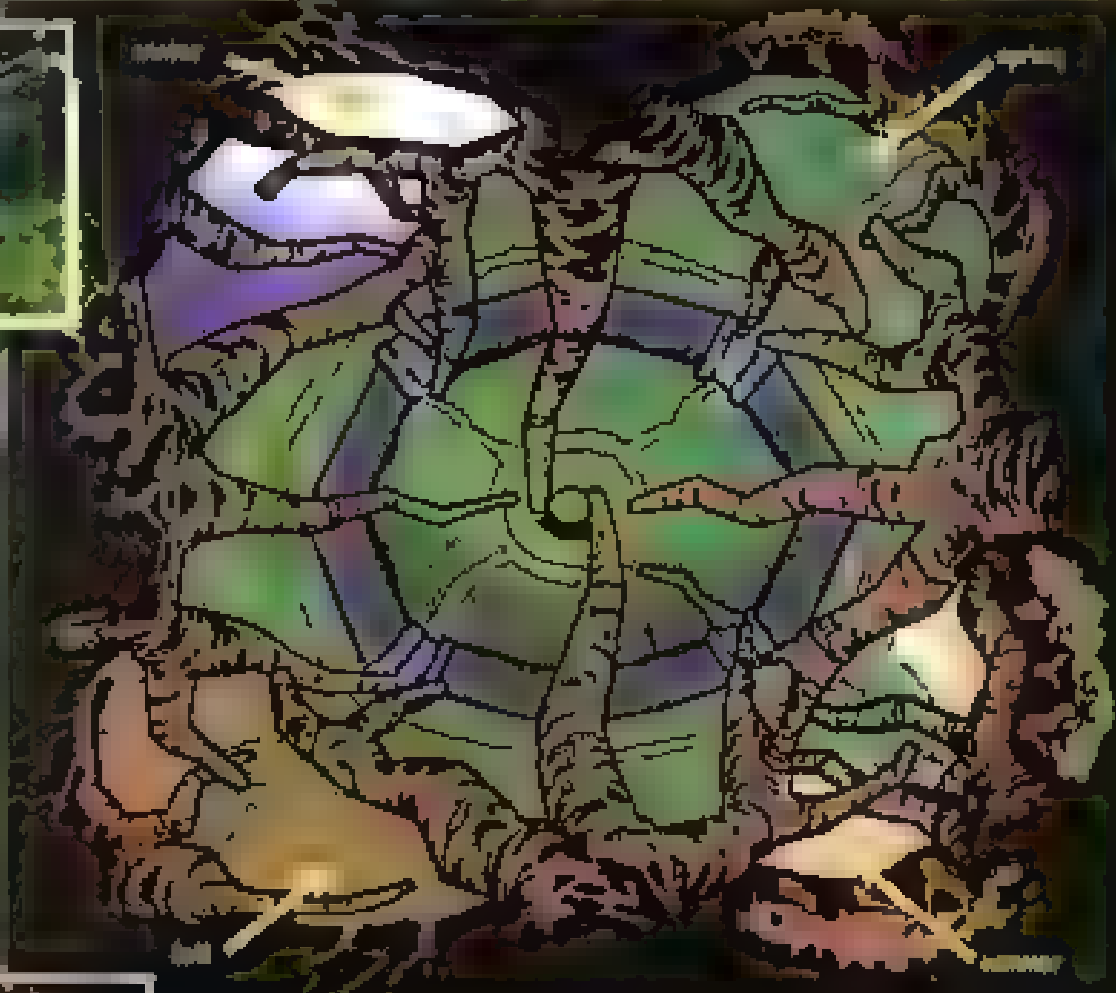
Click Clock Wood is actually divided into four seasons, so this area serves as a hub through which you explore the changing world.

A note of caution: Once you enter the wood, make a mental note not to go straight across this area from one season to the next, or you'll step on the exit portal. Not good.

Also, don't forget to grab the four notes near the springtime entrance: Musical Note and Jiggy totals are included with each season.



Stamp the spring switch in the central area.



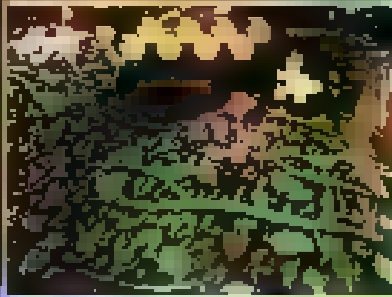
Click Clock Spring is the first season you can visit.



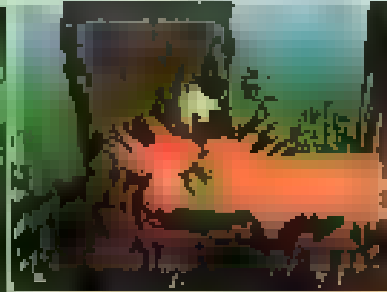
# CLICK CLOCK SPRING

Ease into Click Clock Wood in the springtime. There are a few things to do here that will set up accomplishments in later seasons, so make sure you explore completely.

You should come away with 16 Musical Notes (not counting the four outside the entrance to Spring Hall), two Jiggies, and two Jinjos.



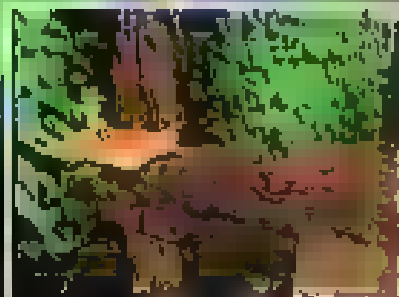
Inside the trunk  
waits a Jiggy.



High up the  
tree-as high  
as a little  
homeless might  
fly-a Jiggy  
waits in a  
snarebear  
plant



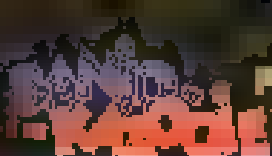
There is however a  
Jinjo inside the hive.



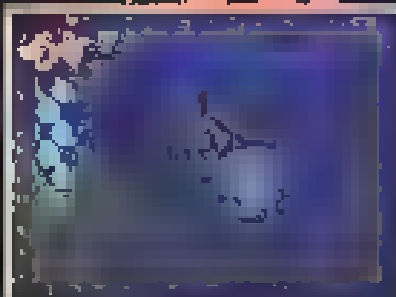
Return as a bumblebee to take  
the Jinjo.



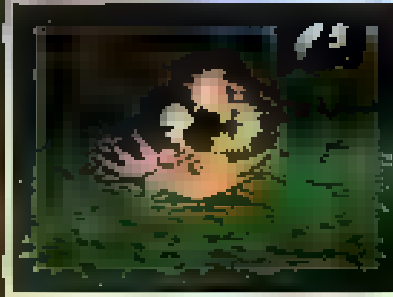




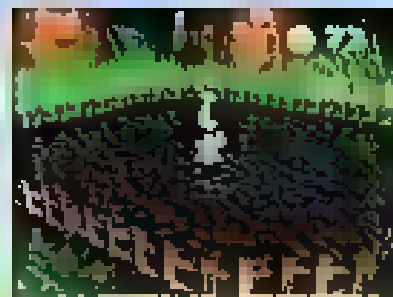
## PRIMA'S OFFICE



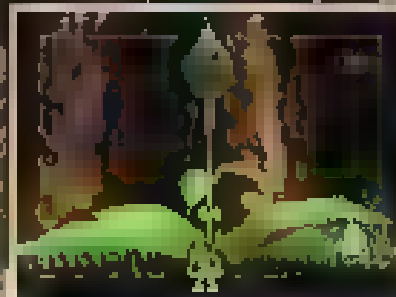
You won't be able to move the rock for Crawly until the streambed dries.



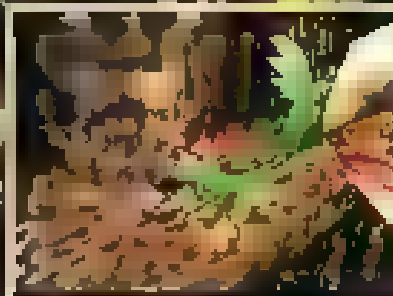
If you want to raise the Smartbear plants before they wither and die, the Golden Feathers are your best bet as 'bear and bird'!



Drop a few eggs in the hole in the garden plot.



The plant that grows eventually bears Siggie Fruit.



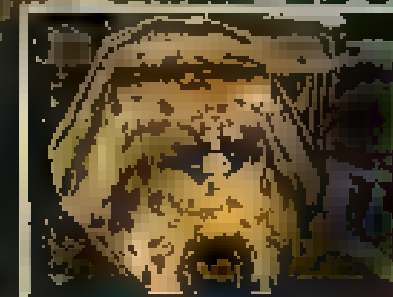
The Big Clickers live in the tree holes, much like the Chempa.



Yes, Mumbo has a residence in Click Clock Wood.



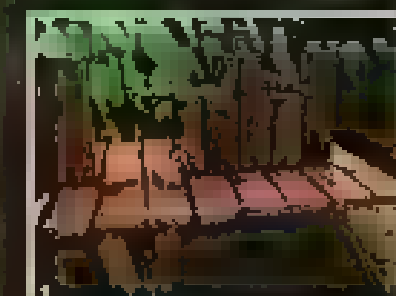
Those little green leaves will have to grow some before you can use them for travelling.



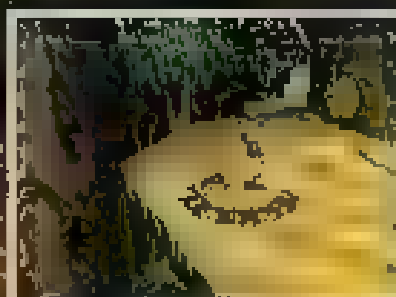
Let the Mumbo taken from the far side of the hive.



Jump and Flap from one above to the next.



In the spring, construction on the house has just begun.



Break Bust the summer switch up the side of the tree.





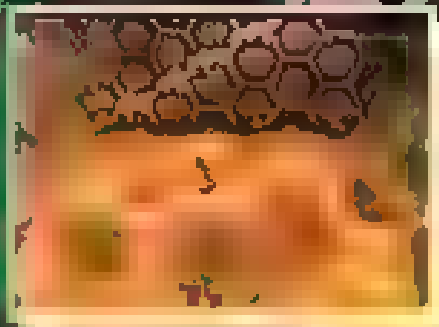
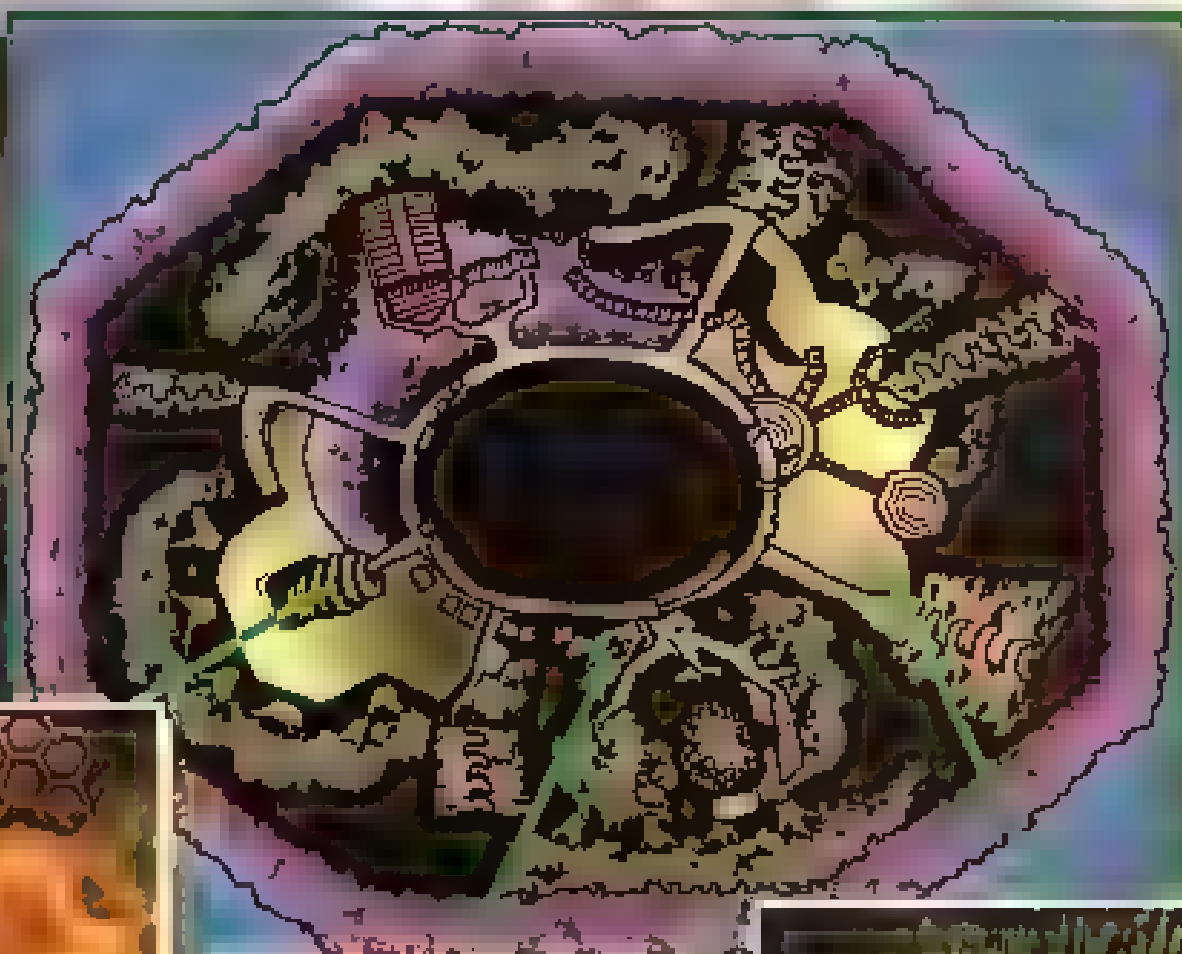




## CLICK CLOCK SUMMER

Once spring is behind you, it's summertime in Click Clock Wood. Watch out for the roving swarms of bees, and do some seasonal chores: you must feed Gyris, for one thing, and you can break the boulder blocking the entrance to Gnashly's den now that the streambed is dry. You also can get inside the beehive as your bear self which allows you to lay paws on the jelly that eluded you in spring.

From summertime you should take 16 more Musical Notes, two Jiggys (not counting the one in the under construction house, which you can leave for later), and a single Jinjo.



Once the Zubbas say "Honey," their Jiggy is yours for the taking.

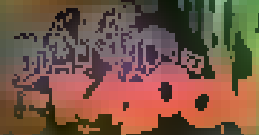


Follow the leaves to claim your Jiggy.

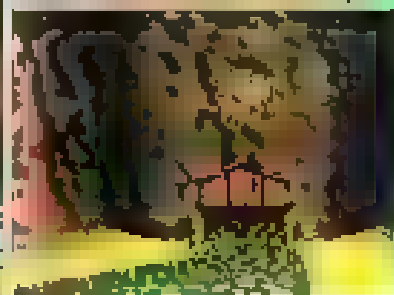


Don't miss the Jinjo hiding in the tall grass near the swarm of buzzing bees.

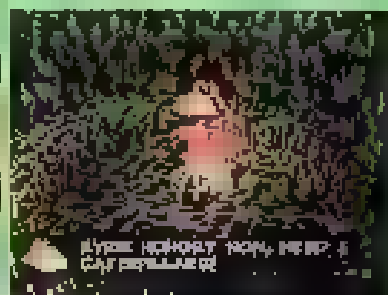




## STEG GUIDE



The door to Click Clock Summer opens with the switch in springtime.



A hungry little bird needs feeding in summertime.



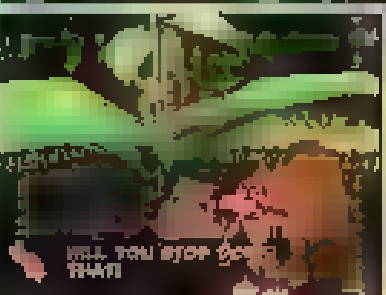
Now that the streambed is dry, cracking the boulder requires a simple Beak Buster.



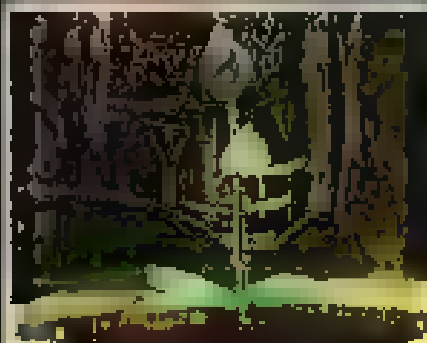
The switch that opens Fall sits in the dry streambed.



Say, it's all Gobi. How convenient!



Hey, plants gotta have water!



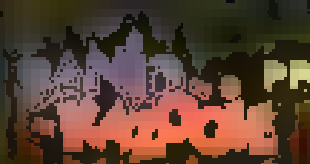
The plant grows tall with Gobi's water.



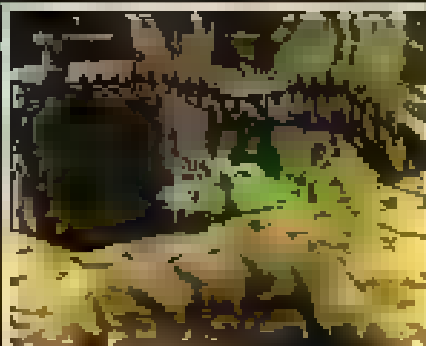
The scenes alongside the tree are now large enough to traverse.



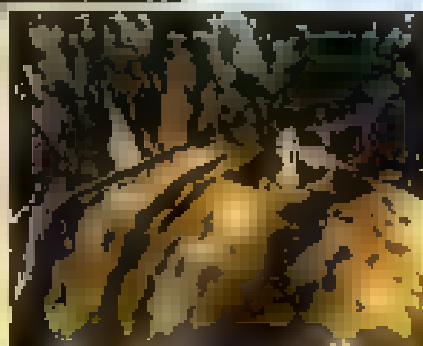




PRIMA'S OFFICE



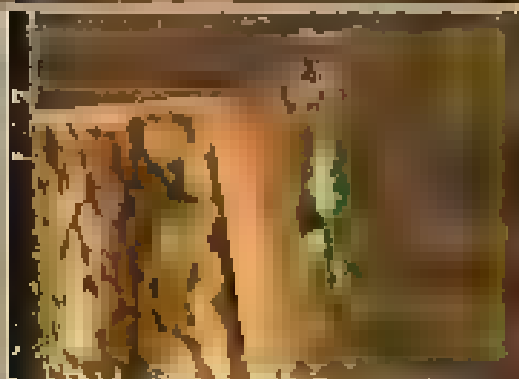
Don't neglect to gather caterpillars as you explore: Syria needs five.



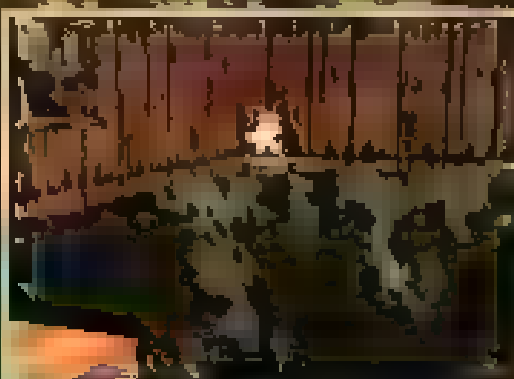
Smash through the top of the hive and drop it.



The swarm of Zubras can be nasty. Go invulnerable if things heat up, and the battle will end soon.



Use the Shock Pad to scale the tree.



There's a Jiggy in the unfinished house. It's easier to leave it until the house is more complete.

Feed the baby bird his caterpillars, and then head for Chick Cuck's fall.



MURP EYRE FULL NOW,  
NEEDS MORE SLEEP







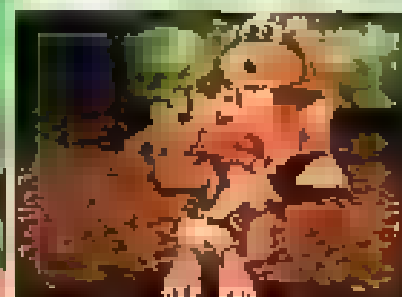
# CLICK CLOCK FALL

Click Clock Fall is the season where the most tends to happen, as inhabitants prepare for winter. There are more Jiggles and Musical Notes here than in any other season, which makes Winter fly by, in game terms.

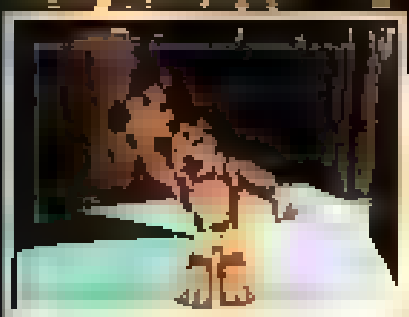
This time you'll need 10 caterpillars to satisfy Eyrle's hunger and Walnut who previously munches down most of his acorns, appeals to you for some help in restocking.

The final count: 48 Musical Notes, 4 Jiggles, and a single Sirup.

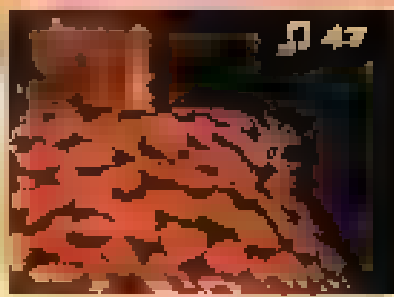
Now that there's water in the streambed, you can claim the reward for the rock you pushed back in the springtime.



Unload the acorns on Walnut and collect the Jiggle.



Drop from the beehive to claim the Jiggy from the Flowerhop.



A Sirup waits atop a tall pile of leaves.

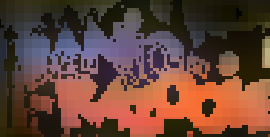


Don't forget the Jiggy in the house under construction.

Click Clock Fall



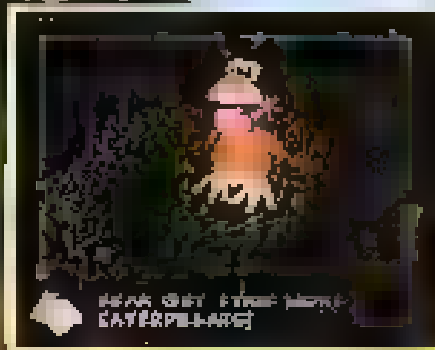




## PRIMA'S OFFICE



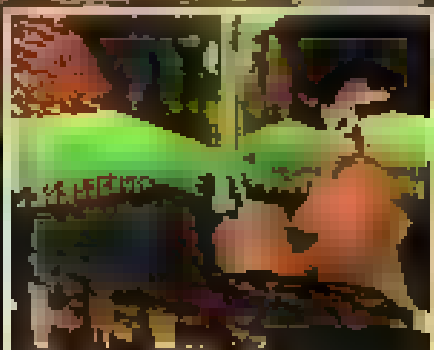
The door to Click Clock Fall opens with the switch in summertime.



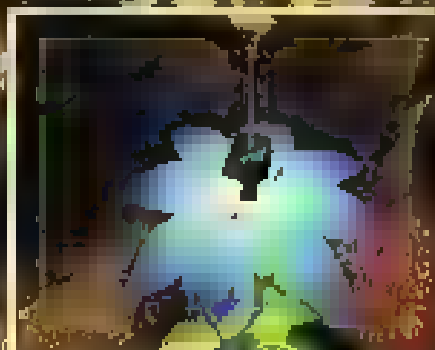
Eyrie is hungry again. This time, it takes 10 caterpillars to satisfy him.



Don't overlook the notes on the high shelf in the banner's home.



One more time with Gabe and the plant.



The blooming plant reveals 5 Slippy on its flower.



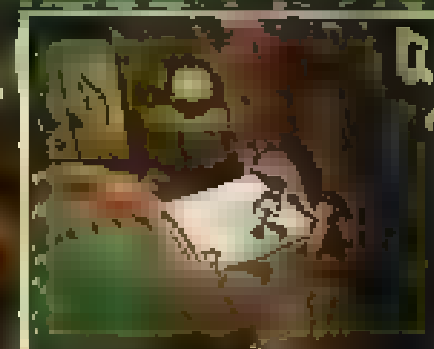
Grab the notes from Inside Numbot's Hut.



You can drop down into the Zubbas' hive for a few more notes.



Nabrut started his acorns and he needs you to help him collect a few more.

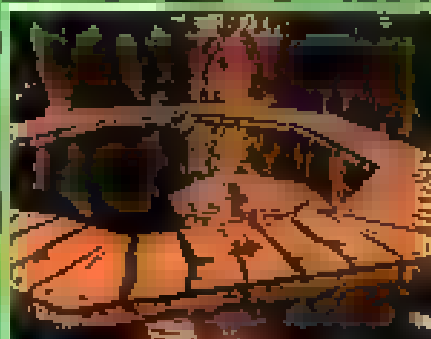


You'll find a handful of notes in Nabrut's abode.

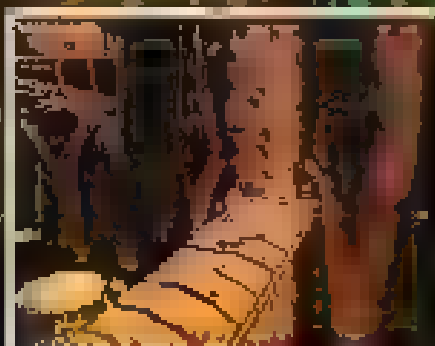




There's also an acorn in Nabnut's home that he apparently forgot about.



Two acorns lie in close proximity. Jump for the one in the middle of the circular path, so you land on the walkway below.



On the walkway under the two acorns, another acorn waits at the end of the path. In the opposite direction, another nut waits at the bottom of a steep downward path.



Yes, that's the winter switch.



You must feed Gurie as soon as you scoop up 10 caterpillars. Could it be nap time again?



The nest of Nabnut's acorns hides behind a small window.

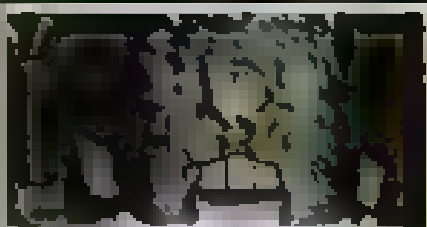
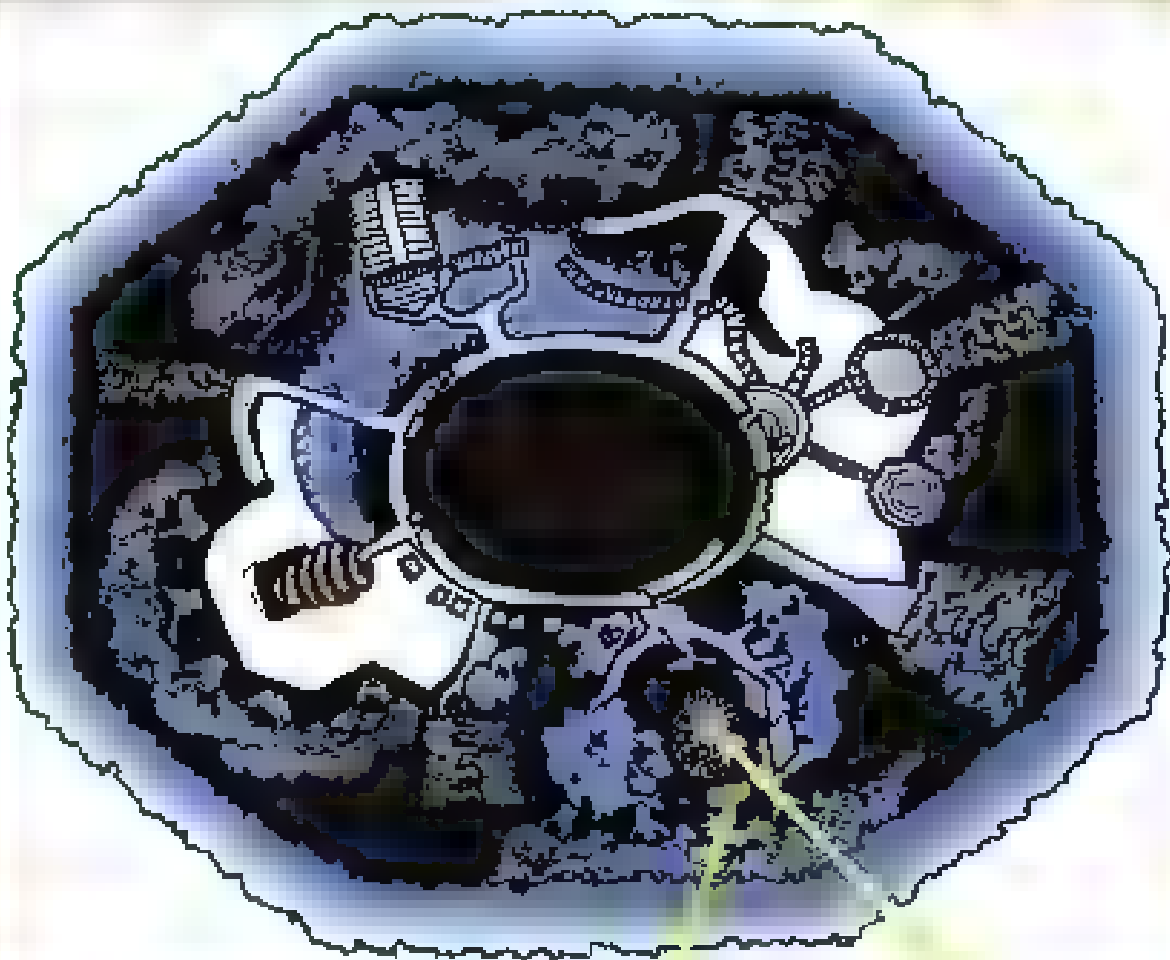


## CLICK CLOCK WINTER

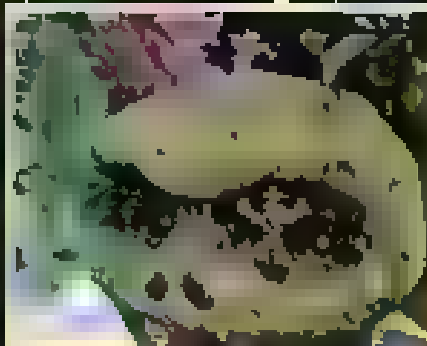
With the year and the game-winding down, Click Clock in Winter is a quick little jaunt.

You'll need to take flight to battle the resident evil snowman, but other than that use Kazooie to walk around. Banjo tends to slide quite a bit in the snow, and that can be a pain, especially when you're climbing.

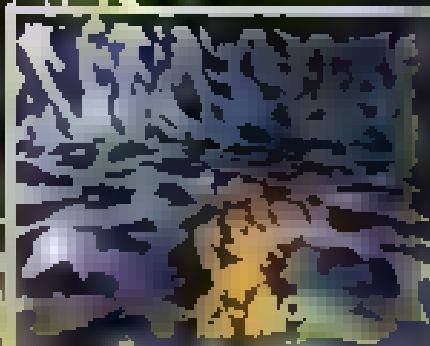
In winter 16 more notes await you, as well as the one remaining Jinjo and the last 2 Jiggies (one of which you claim when you pick up the last Jinjo).



The door to Click Clock Winter opens with the switch in Fall.



A Jinjo waits atop Alundra's Hut in the wintertime. Do you suppose Alundra is around?

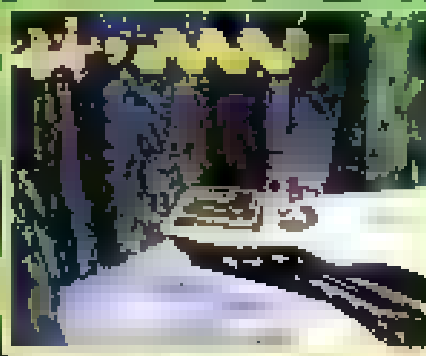


Eupie leaves a welcome Jiggie in his wake. Talk a bow, happy bear.

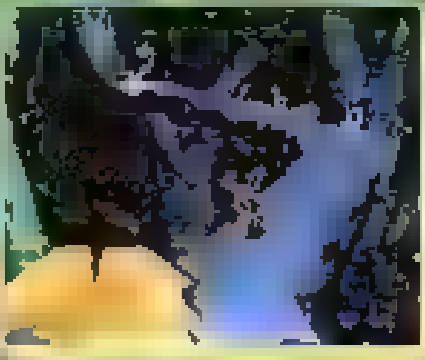




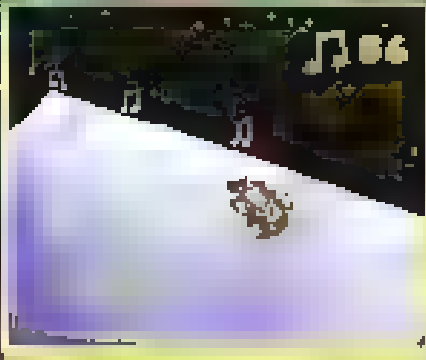
Hop the Flight Pad to clear winter time of Mr. Slashes.



At last, the Click Clock Switch, on a ledge high above where you enter a winter time.



Explore the snowy limbs for notes.



Atop the finished house you'll find more notes.



Finally, Syrie is ready to take flight.



Hey, Slush Boy! Incoming!



Make one last pass to gather any goodies you might need. Then it's off to the showdown.



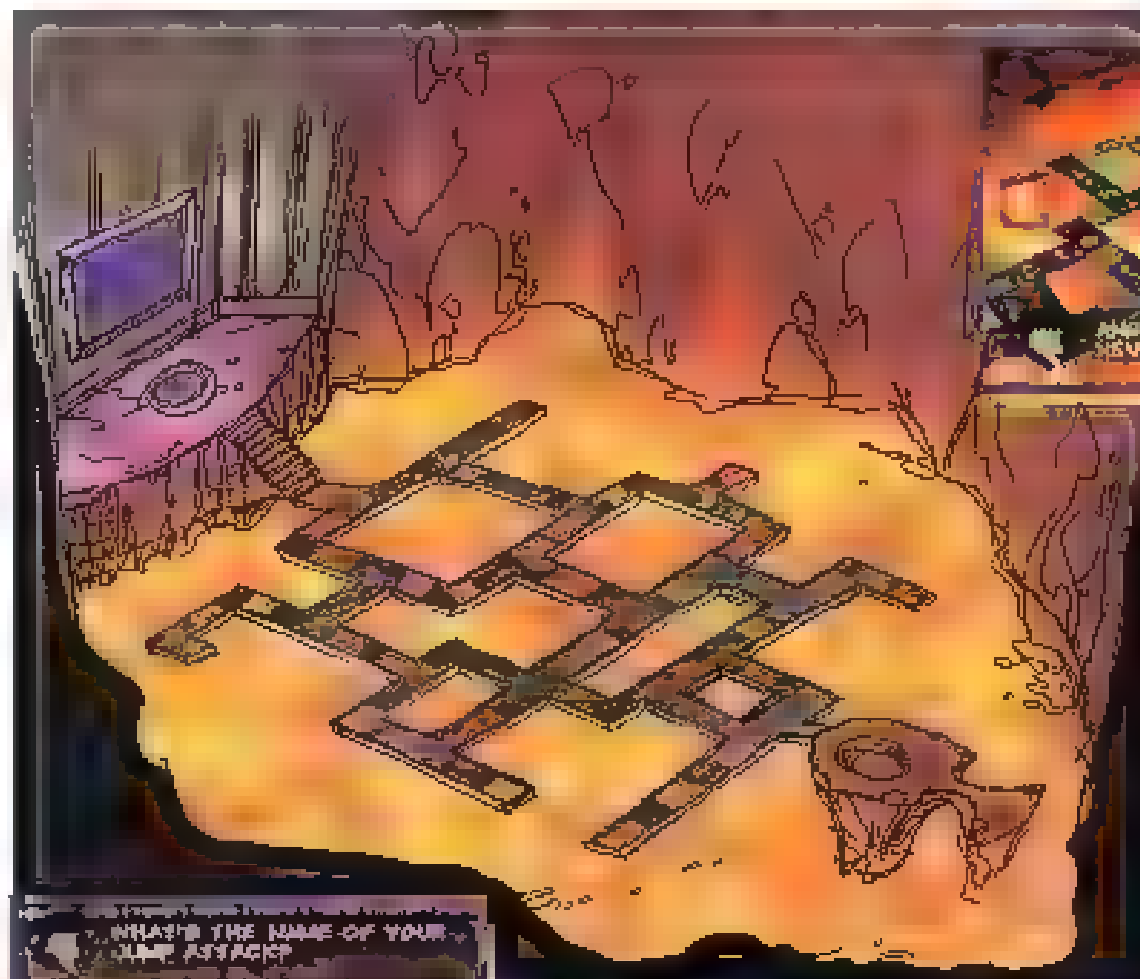
## GRUNTILDA'S LAIR

## THE QUIZ SHOW

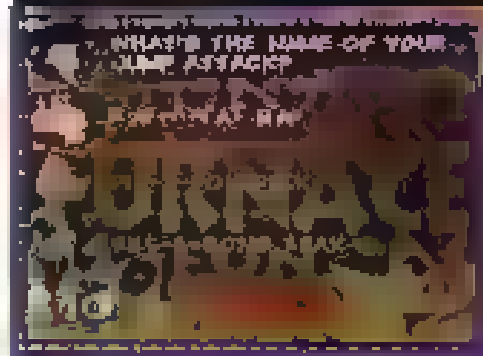
A distinctly different segment of the game, Gruntilda's Quiz Show tests you with remembering little bits of trivia from throughout the game. What a place looks like, what a character sounds like—anything is fair game in Gruntly's unfair game.

Gruntly will try and stump you with questions about herself, but, if you've been good about talking to Brantilda whenever you ran into her, you should know most of the dirt on everyone's least favorite hag.

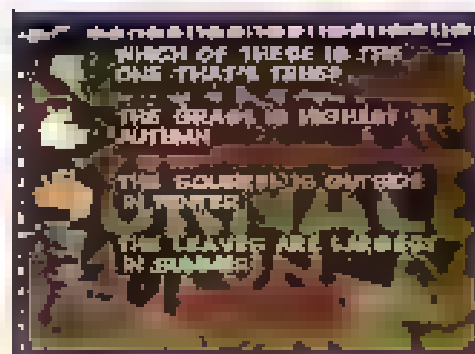
One small piece of advice: when in doubt, go with greasy. If you flat out have no idea what the answer is, and one of them has anything "greasy" in it, that's your guess. No charge.



Gruntly's game is a grand test of memory about the places and populace of the worlds you've visited, with Tooty as Grand Prize.

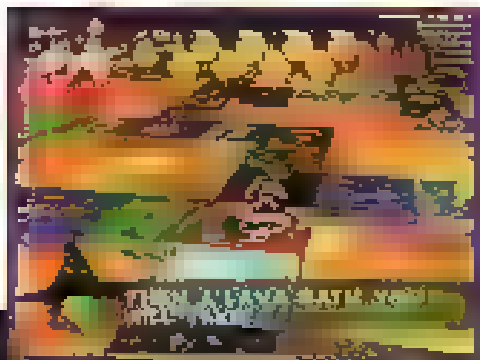


As long as you've been paying attention, most of the questions are easy.



Some of the questions are a little abstract, however.

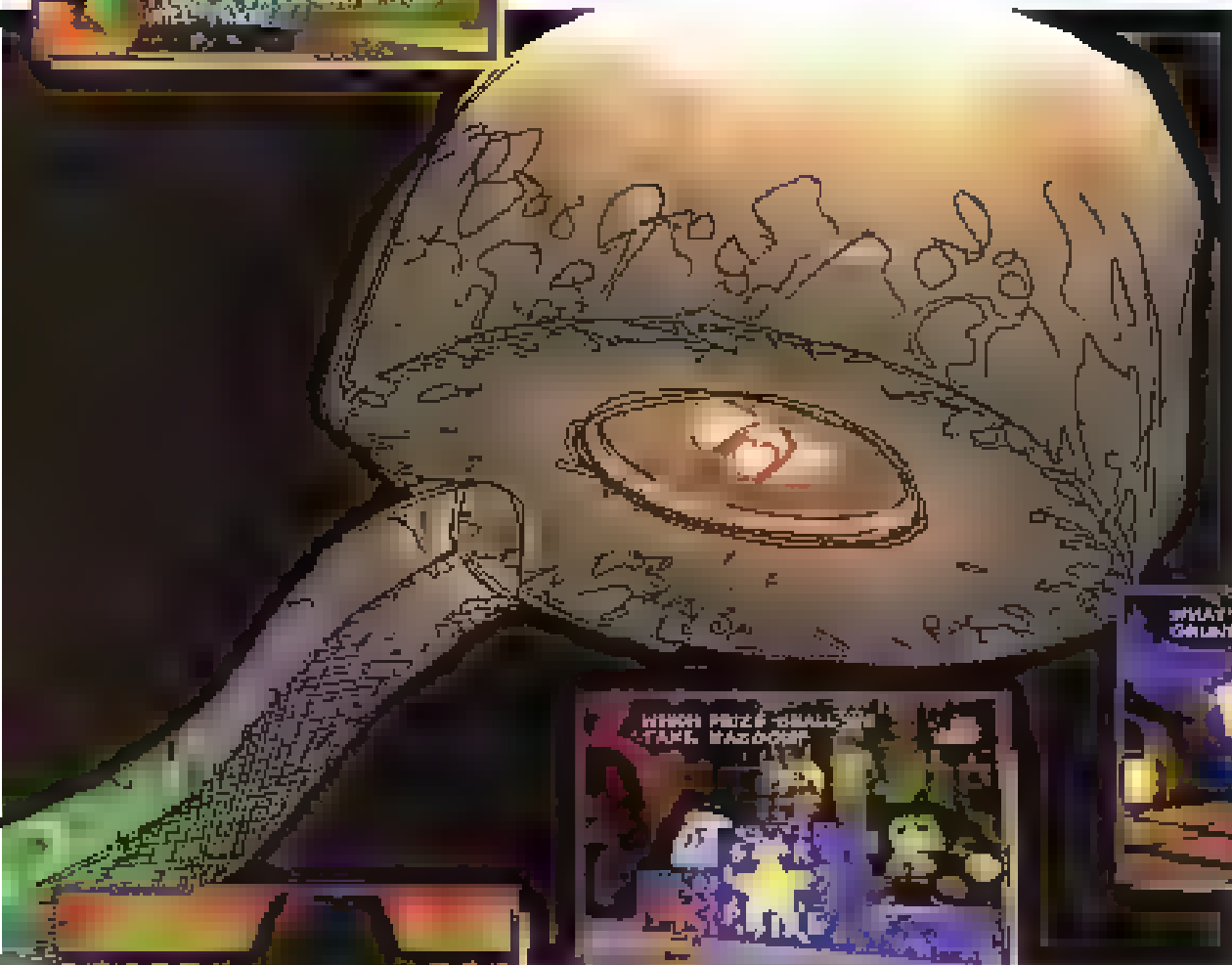




Missing a question while standing on a skull is a one-way ticket to Unwound.



If you win a Joker, use it to skip over any square.



Time to take your prize and head for home—right, bear and bird?



Leave it to Tooty to ruin the celebration.



Even when you pass the test, Gruntly has a hideous fate in store.



That'll take the frost off your mug.

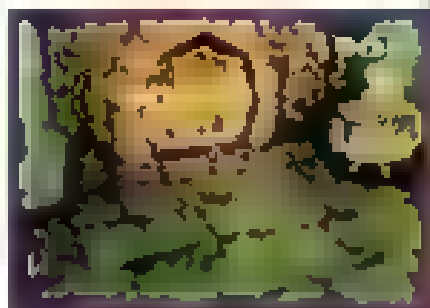


# GRUNTILDA'S LAIR

## THE FINAL BATTLE

The area leading up to the final battle with Gruntilda—and the final battle—well—is a smallish series of inner chambers. If you've been very (very) good about collecting Musical Notes and Shoguns, it really goes off great.

Several doors in Gruntilda's inner chambers require Musical Notes to open—many, many notes. If you have them, the big battle is a heck of a lot easier. If you don't, well... up sorry feet, what were you thinking?



The Note Doors in Gruntilda's inner chambers require some impressive talent. Hope you've been thorough.



Gruntilda's portrait will require all but a handful of Shoguns to complete.

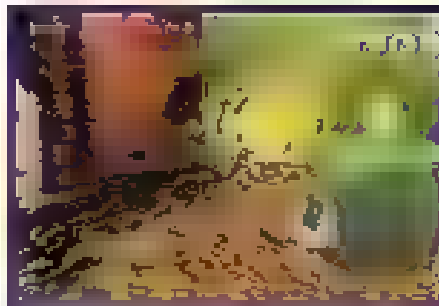




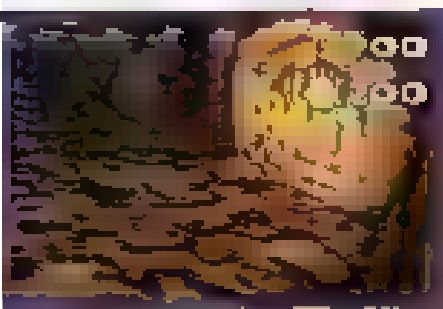
What could be behind such impressive Note Doors?



All the high-end Note Doors prepare you for the final battle with Grunty.



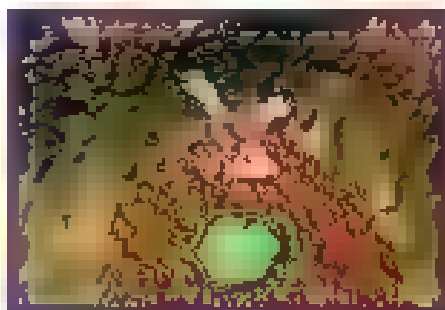
When you're ready to fight, of course, you'll still have to find Grunty.



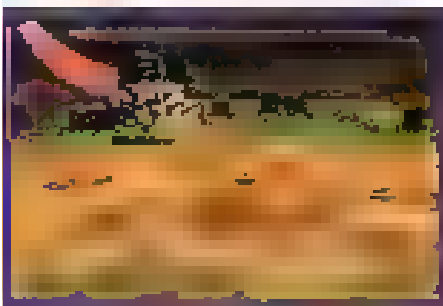
\$\$\$?! What's in there, a rocket launcher?



The highest door even has one last tricky puzzle to sit, leaving you with just two extra. For filling in the picture puzzle, your life bar effectively doubles.



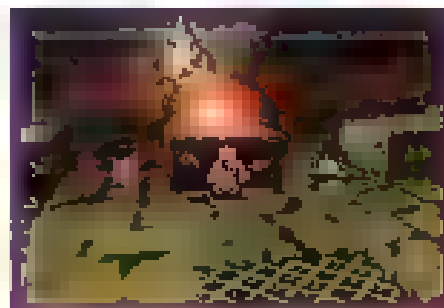
When the bear and bird are ready to nuzzle, Dingpot will give them a ride to the roof.



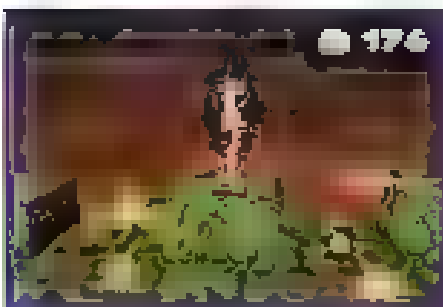
Get on the move, lest Grunty run you down early.



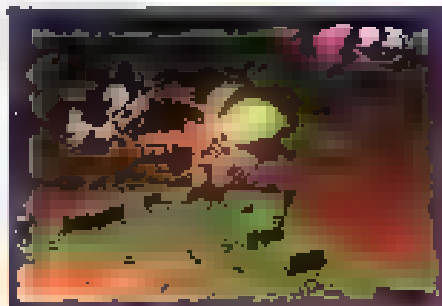
When you see this spell—or hear the sound it makes—you're invulnerable. The spell will follow you until it hits.



At least there's some cover from Grunty's barrage.



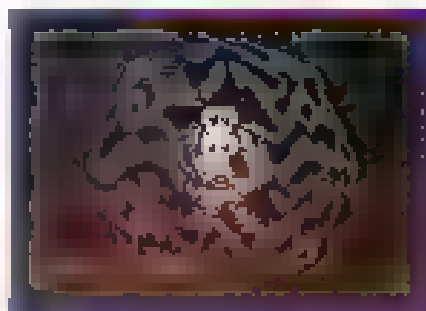
Disperse a few eggs when you get the chance, but don't go too crazy with them; you'll need some for noncombat purposes very soon.



Googles will help you get airborne for a little dog-fighting action.



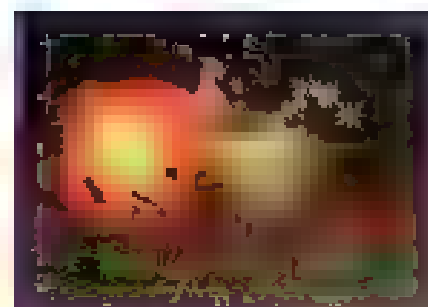
# BANJO KAZOOIE



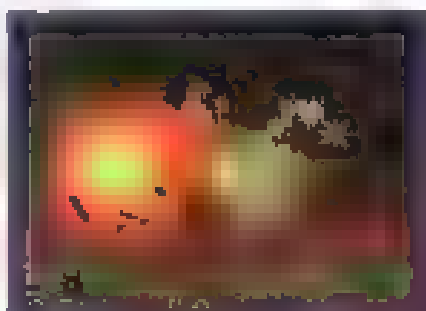
Don't waste time or ammo trying to get through Gruntz's protective spell.



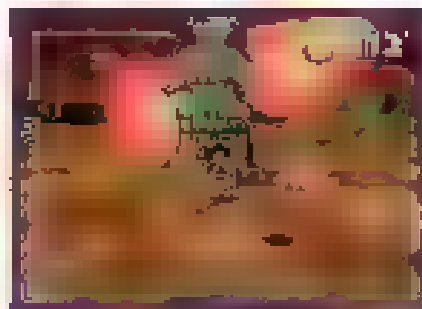
Fire eggs into the Jinjo statues to activate them.



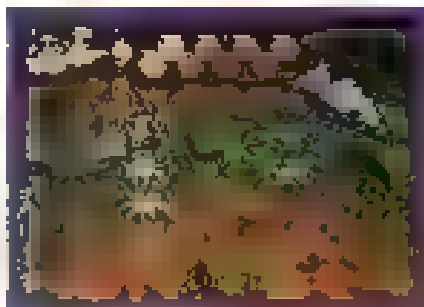
The Jinjos will home in on Gruntz to deliver tremendous blows.



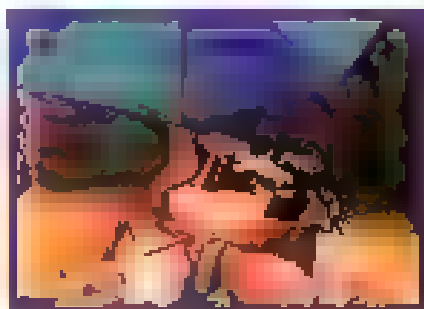
The rest of the Jinjo attackers will take out Gruntz's broomstick.



Activating the Jinjinator requires three eggs in each opening, with Gruntz pounding away the whole time. Keep mobile, and use invulnerability if things get really rough.



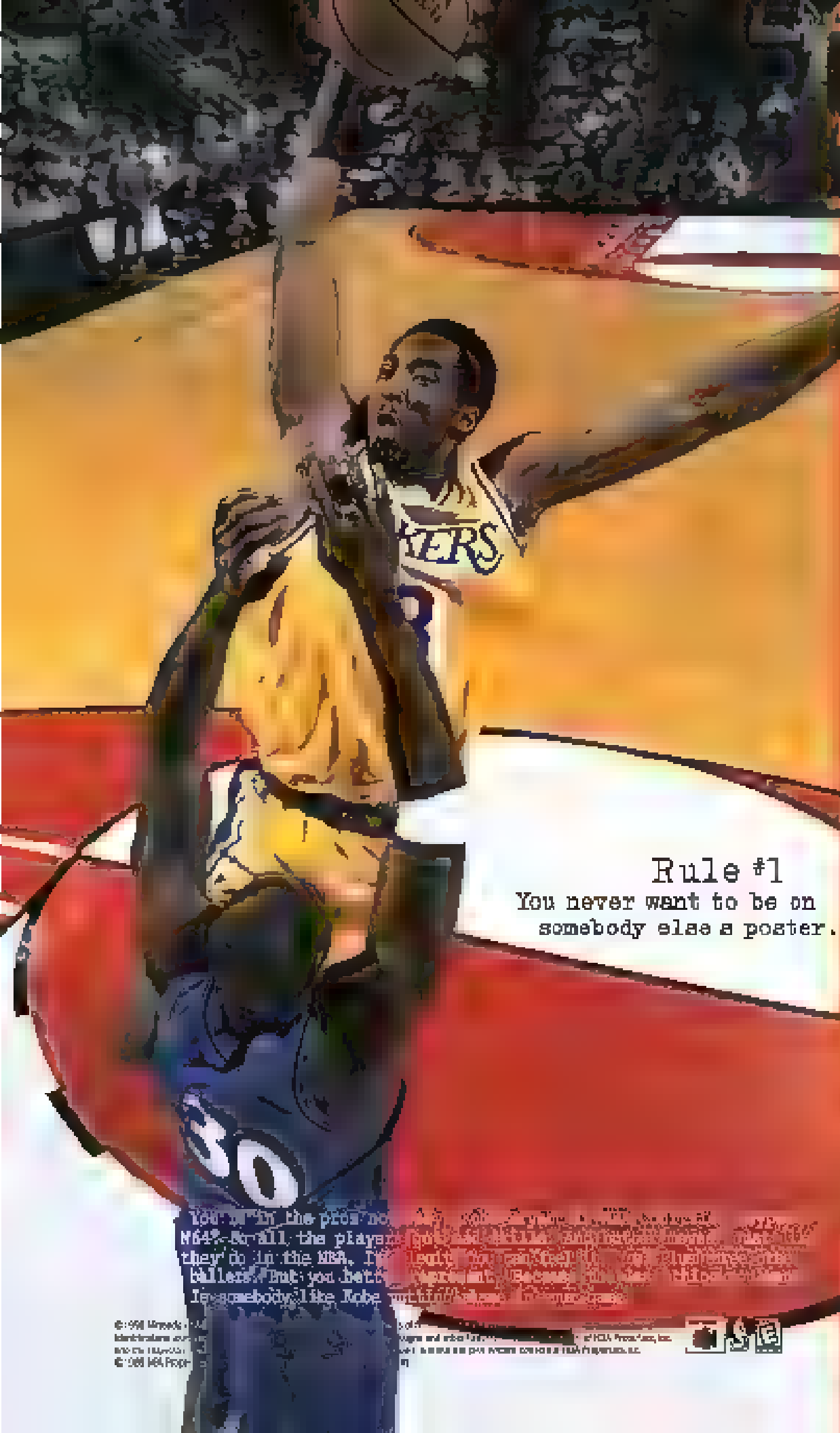
The Jinjinator hammers Gruntz into submission.



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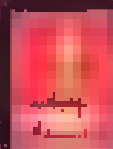
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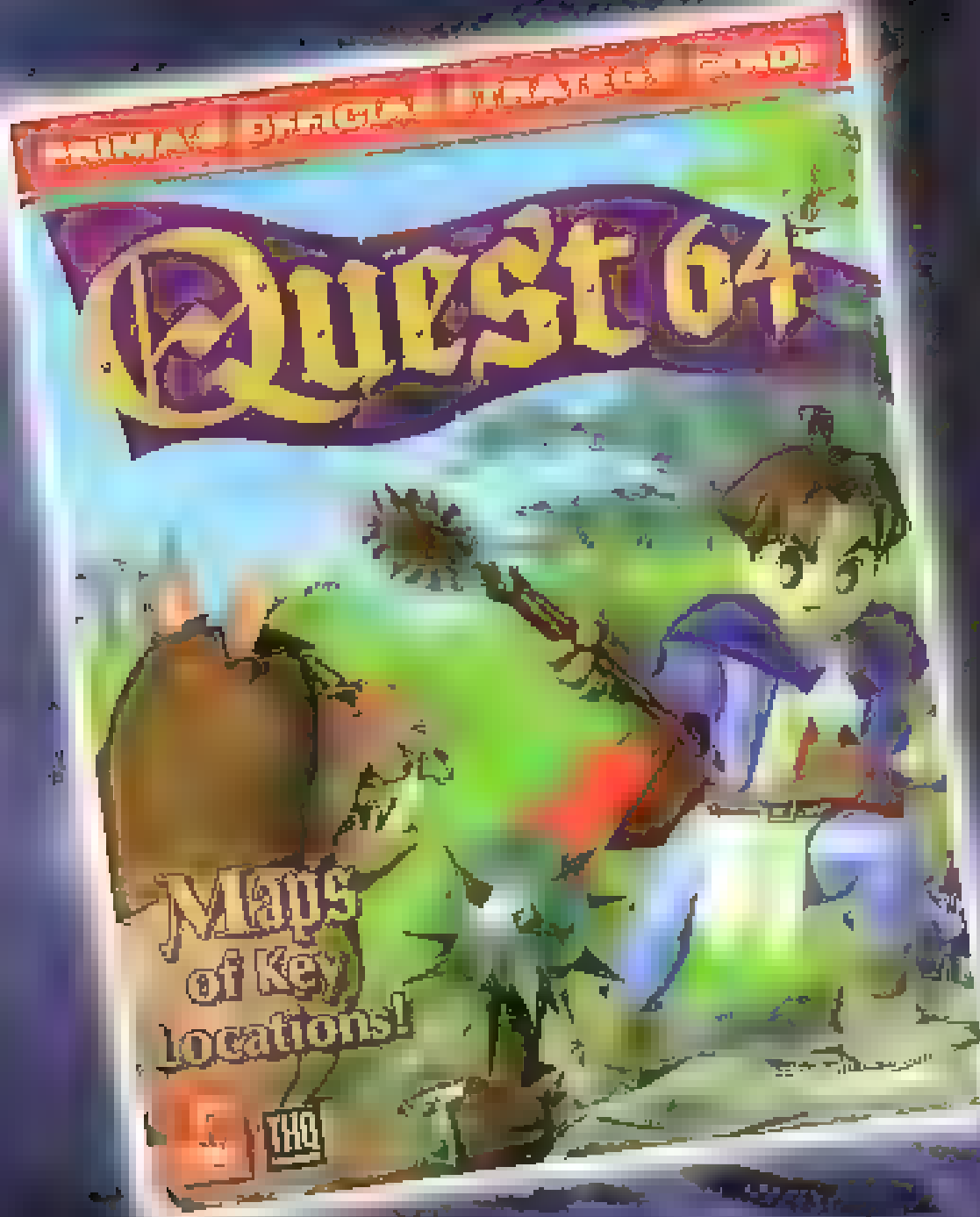
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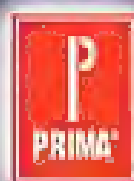
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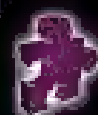
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